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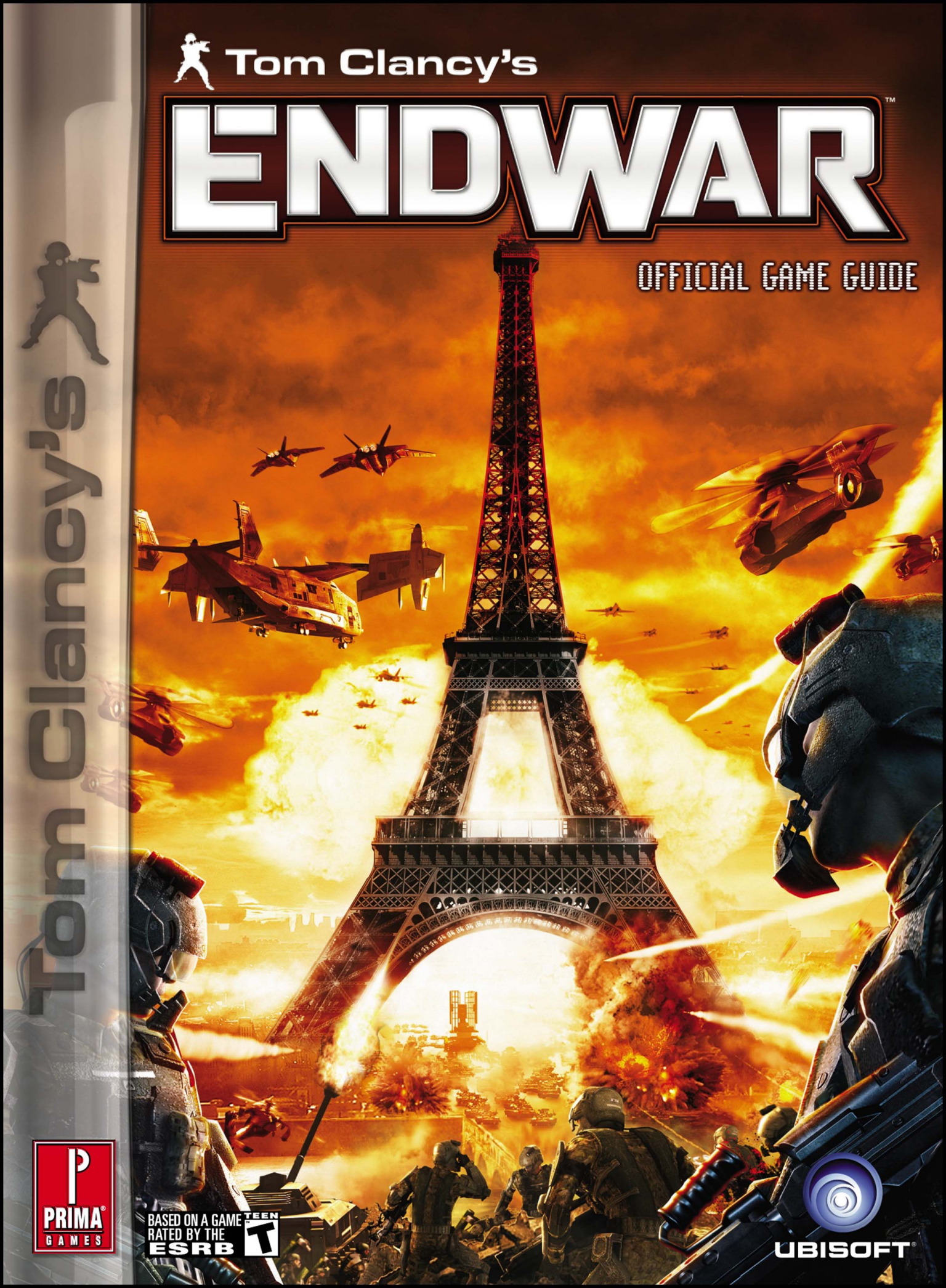
Tom Clancy's
ENDWAR
OFFICIAL GAME GUIDE
Tom Clancy's
PRIMA GAMES
BASED ON A GAME RATED BY THE ESRB
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UBISOFT

Tom Clancy's

ENDWAR™

PRIMA OFFICIAL GAME GUIDE

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Michael Knight has worked in the computer/video game industry since 1994 and has been an author with Prima Games for ten years, writing over 60 guides during this time. Michael has used both his degree in Military History and experience as a high school teacher to formulate and devise effective strategies and tactics for hit titles such as the Tom Clancy's Rainbow Six and Hitman series. He has also authored several titles in the *Star Wars* universe including *Star Wars Republic Commando*, *Star Wars Episode III: Revenge of the Sith*, *Star Wars Battlefront II*, and *Star Wars: Empire at War*. Michael has also developed scenarios/missions and written game manuals for SSI, Red Storm Entertainment, and Novalogic.

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We want to hear from you! E-mail comments and feedback to mknight@primagames.com.

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COMMAND TRAINING–21ST CENTURY

The Unthinkable Happens in 2016

The unthinkable happens in 2016. A nuclear exchange in the Middle East kills 20 million people and cripples the world's oil supply. Crude oil prices spike at $800 a barrel.

One year later, the threat of worldwide nuclear war is eliminated when the United States and Europe deploy a comprehensive space-based antiballistic missile shield. Russia soon follows with an advanced missile defense system of its own. Intercontinental ballistic missiles are rendered obsolete.

Russia becomes the world's primary supplier of energy and experiences a massive economic boom. With its newfound riches, Russia quickly reestablishes itself as a major superpower and restores its military might.

Western Europe, with the notable exceptions of the UK and Ireland, unifies to create the European Federation. This new nation is destined to be a formidable 21st-century superpower.

In 2020, the United States is on the verge of finishing construction on the Freedom Star, a controversial orbital military platform that will upset the balance of world power. The European Federation withdraws from NATO in protest.

Tensions between the European Federation, the United States, and Russia are building and will soon reach the breaking point.

The EndWar is about to begin.

The New Commander

Welcome, Colonel. As the new battalion commander, you have 25 units under your leadership. You are no longer leading a platoon of soldiers or tanks from the front. Your fingers no longer squeeze a trigger on a rifle and your eyes no longer look into the eyes of the enemy trying to kill you. Instead, your brain is your main weapon and your voice is the trigger that sends deadly projectiles towards the enemy. If you make a mistake, it is not you who will be wounded or killed—your men and machines on the battlefield will suffer instead. Therefore, it is important that you understand the key concepts of command in the 21st century.

Eyes on the Battlefield

While you are not actually located on the battlefield, you can still see all of the action as if you were. During a battle, you can switch your view to that of any of your active units on the battlefield. If you're using a controller, you can rotate the thumbsticks around your units and move a short distance ahead, behind, and to the sides of them. This lets you see exactly what those under your command can see on the battlefield. The left stick moves the camera while the right stick rotates the camera. The limitation to this view is that you can only see what your units can see. If enemies are hiding behind a building or terrain feature, you can't see them. You must order your units to move about the battlefield to find the enemy when the enemy is not coming toward you.

TIP

You can bring up a magnified view from your currently selected unit by pressing the zoom button on your controller. This allows you to observe the enemy at long range to see what types of units have been deployed and what they are doing.

HUD

In addition to a view of the battlefield, the screen offers a lot of information and aids in your duties as battalion commander. This heads-up display, or HUD, also lets you give orders to your units. Let's take a look at the different parts of the HUD.

Mission Support Dashboard

Located in the top left corner of the screen, the mission support dashboard shows the current supports at your disposal. Supports with colored icons are currently available, and the icon is highlighted when the support is selected.

Target Cursor

As you move the camera around, the target cursor stays in the center of the screen. As it is placed over different objects, command information, such as which buttons to press to give orders, appears above and below the cursor. Place the cursor over an enemy unit to give an attack order. Place it over ground to order a unit to move to that location. You can also place it over a friendly unit so you can switch your camera view to that unit. More about orders is covered under "Commanding Your Battalion."

Radar

This small radar map in the upper-right corner of the screen shows the locations of all uplinks, including who controls them. Friendly units are represented by shapes in your faction's colors. Enemies are shown as red shapes. The currently selected unit is outlined in white, while a white wedge shows on the radar the location of the camera and which direction it is facing.

Unit Dashboard

Along the bottom of the screen, the unit dashboard contains cards that represent your units currently on the battlefield. Included on each card is the unit number, its rank, a silhouette of the unit type, and an icon showing its current action. The unit's health is shown along the bottom of each card.

Deployment Card

If you have an available slot for a reinforcement, the deployment card appears on your dashboard.

Point of View Unit

A white wedge is displayed over the unit rank insignia to show that your camera is currently attached to that unit.

Active Unit

The active unit that you can give orders to is lit up in your faction's color.

Task Groups

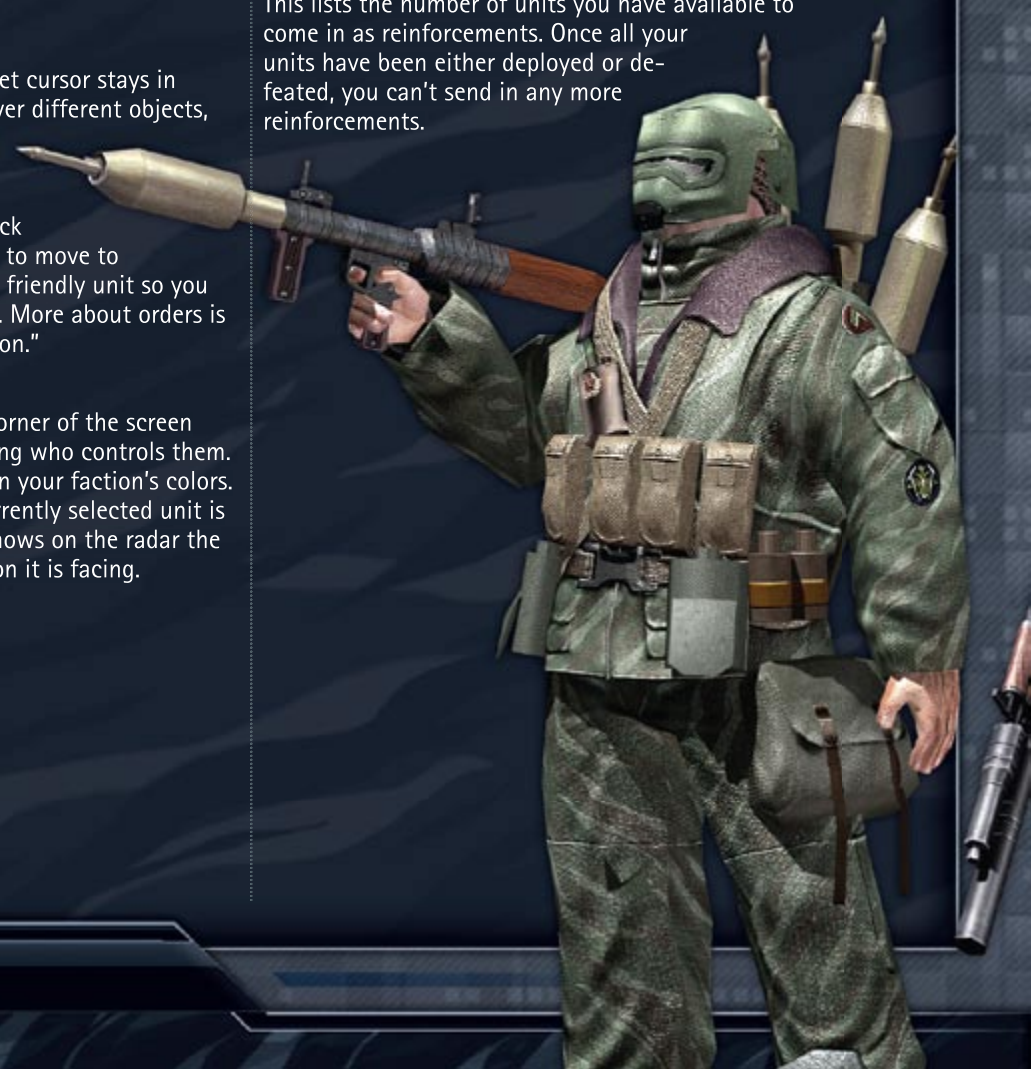
If you have grouped units together, their task group number appears at the bottom of their cards.

Command Points

This display consists of both a numerical and a visual report of the number of command points you currently have.

Reserves

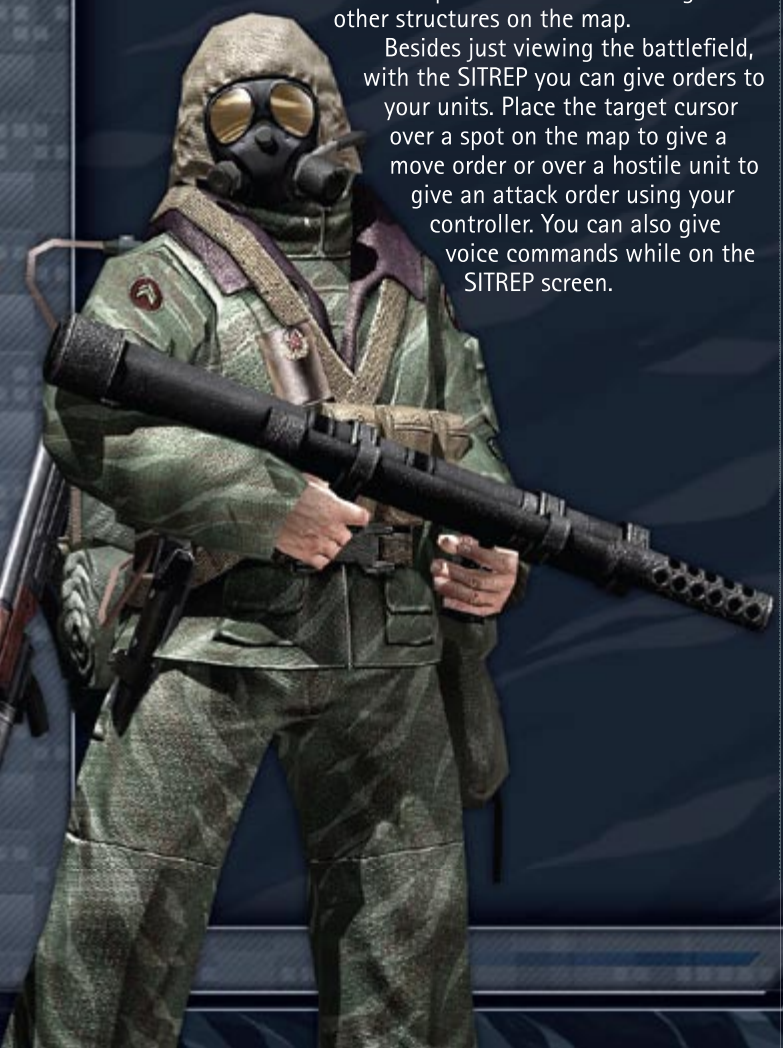
This lists the number of units you have available to come in as reinforcements. Once all your units have been either deployed or defeated, you can't send in any more reinforcements.



SITREP

Commanding your force from the various views of your units on the battlefield can be tough. As a result, you may not be able to see the overall picture of the battle and might miss enemy units sneaking around behind you. Deploying a command vehicle onto the battlefield not only provides a wide area of detection, it also gives you access to the SITREP (situation report) map. This computerized map provides a strategic overview of the battlefield, showing all friendly units and all detected hostile units. Using the thumbsticks, you can rotate this map and even magnify the image. As the zoom level increases, the view changes from directly overhead to a bit at an angle so you can see three-dimensional representations of buildings and other structures on the map.

Besides just viewing the battlefield, with the SITREP you can give orders to your units. Place the target cursor over a spot on the map to give a move order or over a hostile unit to give an attack order using your controller. You can also give voice commands while on the SITREP screen.



TIP

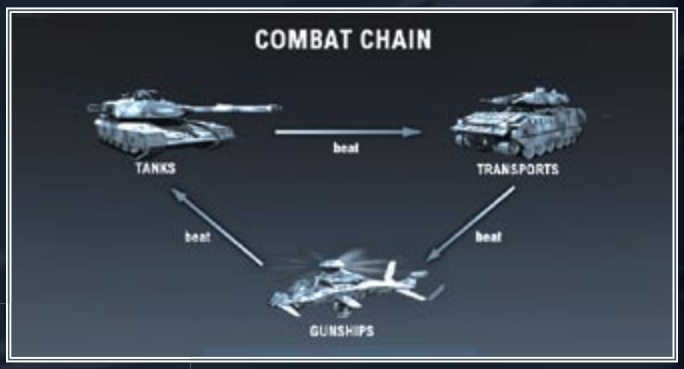
SITREP

To access to the Situation View and have a top down view of the battlefield, just say "SITREP." To move back to the battlefield, just say "Unit 1 camera."

Modern Combat Doctrine

Before sending the units of your battalion into battle, it's important to have a solid understanding of military combat doctrine updated for the 21st century. Advanced technology makes the battlefield more deadly than ever before.

The Combat Chain



Units in EndWar are very specialized—each with its own strengths and weaknesses. It is vital that you know which units to use against which units. The three main vehicle types form a combat chain similar to rock, paper, scissors: Tanks beat transports. Transports beat gunships. Gunships beat tanks. Once you get into combat, you can definitely see how this works. You can also use like units to attack, such as tanks against tanks, but you do not have any advantage other than upgrades you might have purchased at the barracks. If you are at a disadvantage, such as your gunships against hostile transports, fly away. Your gunships will all be shot down before you can destroy a single transport.

TIP

During the World War III and Theatre of War campaigns, you can visit the barracks to spend credits you have earned during battles. At the barracks, you can purchase upgrades for your units. Some upgrades increase the range of your units' attacks and the damage inflicted. Other upgrades make your units more difficult to destroy or give them special abilities.

While the combat chain for these three units is quite clear, there are four other types of units under your command. Their place in the combat chain depends on a few variables. For example, engineers can defeat all three vehicles on the combat chain—if the engineers are in cover. Otherwise, the engineers will be killed. Take a look at the accompanying tables to see which units to use against your enemies.

Infantry operate best when they are in cover or garrisoned in buildings. Artillery is deadly at long range but can't fire against enemies up close. Command vehicles can take a lot of damage but are really only effective against gunships; however, you can send their drones to attack enemy units. For more information on the strengths and weaknesses of each unit, see the "Weapons of War" chapter, which covers all of the units in the game. It also provides detailed information on all of the upgrades for each unit.

IF YOU SEE HOSTILES THAT ARE...

Riflemen	Engineers	Transports	Tanks	Gunships	Artillery
When in cover	When in cover				

...THEN YOU CAN DEFEAT THEM WITH:

Riflemen	Engineers	Transports	Tanks	Gunships	Artillery
Tanks, Artillery	Riflemen, Artillery	Tanks, Engineers, Artillery	Gunships, Engineers, Artillery	Transports, Engineers	Gunships, Tanks

NOTE: When Riflemen or Engineers are out of cover, all units can beat them
NOTE: Artillery is vulnerable to all units at close range

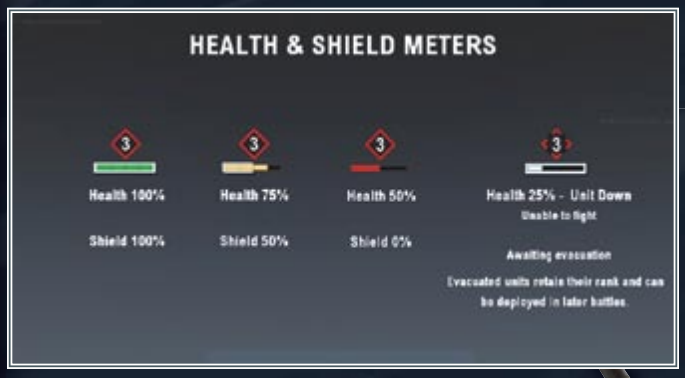
IF YOU HAVE...

Riflemen	Engineers	Transports	Tanks	Gunships	Artillery
	Only when in cover				

...THEN USE THEM TO DEFEAT:

Riflemen	Engineers	Transports	Tanks	Gunships	Artillery
Engineers	Transports, Gunships, Tanks	Gunships, Only if OUT of cover, Engineers	Transports, Riflemen, Artillery	Tanks, Artillery, Riflemen, Only if OUT of cover, Engineers	Tanks, Transports, Riflemen, Engineers

Health and Shields



As a commander, you must not only order your units to attack the enemy, but also monitor their status. A health and shield meter appears at the bottom of each unit card on your dashboard as well as under the unit number of both friendly and hostile units when the cursor is placed over them. This meter consists of two parts—four green bars surrounded by a white border. The white border represents the shield level of your units. As units take damage, the shields absorb that damage and begin to deteriorate. Shields start off at 100 percent. As they absorb damage, they lower to 50 percent and then finally to 0 percent, at which time they no longer protect the unit at all. Shields regenerate over time after the unit stops taking fire.

The four green bars represent the health of the unit. There is a bar for each of the four vehicles or infantry teams within a unit. After shields are down, additional damage is taken by the hit points, or health, of the unit, and the bar on the right begins to shrink. Once health drops to 75 percent, one of the vehicles or teams is destroyed and the remaining three bars turn yellow. At 50 percent health, another unit is destroyed and the remaining two bars turn red. The third vehicle or team is destroyed at 25 percent health, and the bar turns gray. The unit is down and unable to fight. Support or transport helicopters will arrive on the battlefield to recover the downed unit so it can recover and fight in the next battle while maintaining its rank. A downed unit can be completely destroyed if a hostile unit continues to attack it. Destroyed units are gone for good and are replaced by a new unit with the rank of Recruit for the next battle.

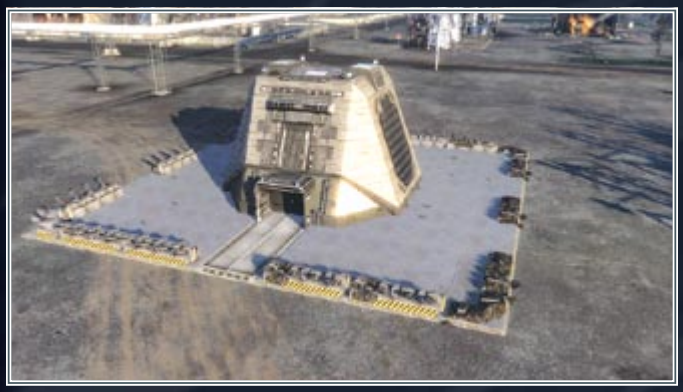
TIP

Before a unit goes down, order it to evacuate. It will attempt to leave the battlefield as quickly as possible. This prevents the enemy from completely destroying it, and you get some command points refunded as soon as the unit exits the battlefield. Evacuated units cannot return again during the same battle.

Battlefield Support

The battlefield can be a lonely place even with all of the commotion and destruction taking place. However, during a mission, you are never alone. In addition to your battalion, several different supports help you complete your objectives and achieve victory amidst the chaos and carnage of battle. Commanders who effectively utilize their supports are the ones who win battles, so be sure to use supports as early and as often as you can.

Uplinks



Every battlefield contains at least one uplink. The uplinks are command and control posts for the Missile Defense Shield and are directly connected to satellites in orbit. Uplinks can be objectives for some types of missions. However, whether they are an objective or not, uplinks are still important for success. Uplinks start a battle neutral in most cases. To take control of an uplink an infantry unit—either engineers or riflemen—must secure the uplink. Once secured, an uplink provides command points and can also be upgraded so you can access powerful off-map supports. Secure uplinks can be captured by opposing infantry. If the uplink is captured, then the enemy also gains any upgrades and can access those supports if they're available to that faction during the battle.

TIP

If uplinks are an objective, a good tactic is to protect them. Either keep some riflemen behind to engage any enemies who try to capture it, or position other units nearby. Once you have upgraded your engineers, they can deploy sentry drones around uplinks to protect them while your other units are away.

Command Points

Command points (CP) are the currency of the battlefield. They slowly accumulate throughout the battle. In addition, as you capture uplinks, you are rewarded with more command points. These points can be spent to bring in reinforcements or to call for supports. Therefore, even if you don't have to control uplinks to win a battle, it is still a good idea to secure them just for the points you earn. Keep track of your command points during a battle so you know when you can bring in more units or call in support. A good commander usually holds some command points in reserve in order to respond to an unexpected enemy action.

Reinforcements

One of the main things you will spend command points on is reinforcements. You begin a battle with a certain number of units, and bringing additional units onto the battlefield costs command points. Command vehicles cost 6 CP to deploy to the battlefield, while all other types of units are only 4 CP for deployment. If your riflemen have a penetrator-type upgrade, you can deploy them anywhere on the map for an additional 4 CP (total 8 CP). Reinforcements are delivered to the initial deployment zone. However, since this can be at a distance from the action, purchase the Forward Command upgrade at the barracks so you can designate one of your uplinks as the new deployment zone. Of course, it costs command points to change your deployment zone.

TIP

Deep Strike

To issue a Deep Strike order you need 6 CP. Select the riflemen unit before they have landed and either give them a move order via Voice Command, e.g. "Unit 1 move to Sierra," or use the orders button to set and then confirm the Deep Strike location. Deep Strike is very effective for grabbing uplinks from behind enemy lines.

Supports

Supports are units or attacks that come from outside of the battlefield to help you achieve victory. Supports cost command points to use and have a recharge time after each use before you can use it again. You begin the campaigns with basic air support, but you can upgrade it at the barracks to second and third levels, each more powerful than the previous. The other two supports must be purchased at the barracks at the basic level before you can use them. While you can use electronic warfare on any battlefield (after you purchase it at the barracks) since it is satellite based, air support and force recon require you to have a nearby capital city or military base under your control since the support units must come from one of these two areas. To access available supports, you must secure an uplink and upgrade it for one of the available supports. If all uplinks with that type of upgrade are captured by the enemy, you can't call in that support until you recapture those uplinks or upgrade another uplink you still control.

TIP

For each type of support, there are three levels. However, to take advantage of the additional firepower of the higher levels, you must have more than one uplink upgraded for that type of support. For example, in order to have level 2 air support, you would need two uplinks upgraded for air support. Level 3 support requires three uplinks upgraded for that specific support.

Air Support

Air support allows you to call in air strikes against hostiles to cause a lot of damage. In addition to attacking ground units, you can call in air strikes against structures and order an attack on enemy gunships. Air strikes are effective against all types of units.

TIP

Call in an air strike on an enemy unit adjacent to other enemy units. The blast damage from the aerial munitions will affect all units near the target.

Electronic Warfare

When electronic warfare is deployed, your orbiting satellites fire an electromagnetic strike on a target. All hostile vehicles and aircraft within the blast radius are temporarily disabled. Not only are they unable to move or attack, their shields are completely dropped. Since electronic warfare can be used on any battlefield, it is a good idea to purchase it at the barracks during a campaign as soon as you can.

TIP

Use the electromagnetic strike against a target first to disable it and lower its shields. Then immediately send in an air strike for a lot of damage while the shields are down.

Force Recon

Force recon allows you to call regular army units onto the battlefield. When ordering this support, you must designate a target. If you choose a hostile unit, your allied units will attack it and then defend the area where they are once the enemy is defeated. On the other hand, selecting an uplink as target sends the force recon units to that location, which they will defend. At level 1, the force consists of an infantry squad along with a fast attack vehicle (FAV) unit. Level 2 adds two tank units to the force, while level 3 includes two units of each of the three types.

TIP

Force recon units arrive on the battlefield at the map edge near your initial deployment zone. From there they will travel to the target locations, which can take some time.

DEFCON

When one faction is about to win the battle, the battle enters the DEFCON phase and the losing faction gains access to powerful supports to help them change the tide of the battle. DEFCON begins in conquest missions when either you or your opponent has secured over half of the uplinks. During assault missions, DEFCON starts when one or both sides have few units on the map and few in reserve. In siege missions, DEFCON does not start until the defender's reinforcement timer expires. As soon as DEFCON has begun, the losing faction gains two supports—crash uplink and a WMD. The winning faction can use its WMD attack, but only after the losing team has used theirs.

Crash Uplink

Crashing an uplink effectively removes an uplink from the battle. While the structure remains, it can't be captured and its upgrade is lost. This can change the course of a battle quickly if the winning side needed that uplink to maintain its majority of secured uplinks or was relying on it for support. If you get to crash an enemy uplink, choose one that is far from your units and less likely to be secured by your units as well as one with an upgrade the enemy needs.

WMD

Weapons of mass destruction can cause a lot of damage on the battlefield. Once this support is unlocked, you can make one super strike against any target of your choice—hostile unit, structure, or position on the ground. All units within its large blast radius are destroyed. If an uplink is in the blast area, it will have its upgrade destroyed, but not the structure itself—and it continues to function as a regular uplink. Make sure you don't have any units near the blast area or they will be destroyed as well.

TIP

Just because you get a WMD attack when you are losing a battle, don't feel like you have to use it right away; as soon as you do, the enemy gains access to its own WMD. Be sure to target enemy concentrations of units in order to kill as many as possible and get the most bang for your buck.

Commanding Your Battalion

Your main purpose as a commander is to give orders. *Tom Clancy's EndWar* allows you to give orders to your units in two different ways. In addition to using the controller as in most other games, you can use your voice.

OVERLORD Battle Command Interface—Voice Command

During the fast-paced combat of a battle, voice commands allow you to quickly issue orders to your units. In fact, the OVERLORD Battle Command Interface was designed specifically for you to use voice commands for almost all of your orders. All you need is a controller and a headset. To give an order, press and hold the voice command button, say the order, then release the button. As you first press the voice command button, a menu appears. Say one of the options to bring up another menu. This continues until you have completed your order. Some orders have more menus than others since they require more details.

TIP

To learn how to use voice commands within the game, be sure to use the Voice Command Trainer. Not only does this let you practice giving voice commands, it also initializes the voice command system to recognize your vocal patterns. Once you have completed the trainer, you are rewarded with the Communication Officer Achievement or Trophy.

Voice commands follow a specific pattern. They always begin with the "Who." Often this is one of your units, such as "Unit 1." The next step is the "What." This is the actual order, such as "Move To" or "Attack." Finally, you must give the "Where or What"—the target of the action. For a move order that might be a location, while attack orders would have an enemy unit as the target. Let's take a look at the many options you have for giving orders. For convenience, they have been organized by type of order.

TIP

Standard Voice Command
To enable the use of advanced voice commands such as SITREP and Groups, go into the Settings and set the Voice Command to "standard."

General Orders

These are the orders you will use most often and that fit the pattern discussed. All of these orders are given to units you currently have on the battlefield.

Who

Order	Description	Sample Order
Unit (#)	This selects a specific unit. The number is the unit's number as listed on the card in the unit dashboard.	*Unit 1* Move to Alpha
Active Group	This selects all units whose unit cards are currently lit as the active units.	*Active Group* Attack Hostile 3
Calling All (unit type)	This selects all units of the type you designate, such as tanks or engineers.	*Calling All Gunships* Attack Hostile 2
Task Group (#)	Once you have created a group, you can then select all units within that group with this command.	*Task Group 1* Move to Whiskey

What

Order	Description	Sample Order
Attack	This orders the unit(s) to attack or move and then attack if the target is not in range.	Unit 3 *Attack* Hostile 5
Move To	Unit(s) will move to the designated location.	Unit 2 *Move to* Delta
Secure	Unit will move to and take control of designated uplink (infantry only).	Unit 7 *Secure* Yankee
Upgrade	Unit will upgrade designated uplink to desired support (infantry only).	Unit 2 *Upgrade* Zulu Air Support
Retreat	Unit(s) will disengage from the enemy and move towards your initial deployment zone.	Calling All Artillery *Retreat.*
Evacuate	Unit(s) will disengage from the enemy and leave the battlefield as quickly as possible.	Unit 1 *Evacuate.*
Create Group	Designated units will form a new task group.	Calling All Tanks *Create Group.*
Camera	Camera view will switch to designated unit.	Unit 8 *Camera.*
Abort	Designated unit will stop performing its current order.	Unit 4 *Abort.*
Plus	Used to select more than one designated unit for an order.	Unit 1 *Plus* Unit 4 Move To Lima.

Target

Order	Description	Sample Order
Hostile (#)	Selects enemy unit with designated unit number.	Unit 5 Attack *Hostile 3*
Location (Alpha, Bravo, etc.)	Defines an uplink or critical building.	Unit 3 Secure *Sierra*
Target	The spot on the map where the cursor is located becomes the designated location.	Calling All Units Move to *Target*
Rally Point	You create this location by pressing the rally point button.	Task Group 2 Move to *Rally Point*
Unit (#)	Unit moves to location of another unit. *	Unit 1 Move to *Unit 3*

* If the first unit is infantry and the target unit is an empty transport, the infantry will embark into the transport. You can also order a transport to move to an infantry unit to pick them up.

TIP

Transports
To use voice command to order infantry into transports, just say "Unit 1 move to Unit 2," where Unit 1 is an infantry unit and Unit 2 is a transport.

Support Orders

Some orders are given to off-map support rather than to units on the battlefield. As a result, support orders skip the "Who" and only contain the "What" and "Where." Some of these support orders are not available until you purchase a related upgrade at the barracks, have upgraded uplinks, or after DEFCON has been initiated.

Support Orders

Order	Description	Sample Order
Deploy (unit type)*	Bring in a reinforcement of the designated type.	*Deploy* Riflemen
SITREP	Activate the SITREP map (must have command vehicle deployed)	*SITREP*
Landing Zone	Change deployment zone to designated uplink under your control.	*Landing Zone* Foxtrot
Air Strike	Call in air support on a unit or structure.	*Air Strike* Hostile 6
Electronic Warfare	Call in an electromagnetic strike on a unit.	*Electronic Warfare* Hostile 3
Force Recon	Send regular army units to a designated location or to attack designated enemy unit.	*Force Recon* Bravo
Crash	Attack that causes an uplink to cease functioning (DEFCON only).	*Crash* Alpha
WMD	Launches a devastating attack against a unit or location.	*WMD* Hostile 2

* If you have purchased the Deep Strike upgrade at the barracks, you can deploy riflemen anywhere on the map for an additional 4 CP. Just deploy riflemen as normal, then if you have the additional command points in your account, you will be prompted to select a location to deploy them. Use the SITREP map if you have a command vehicle so you can select a location far behind enemy lines.

Using the Controller

You can also use your controller to give orders to your units. These use the cursor on the screen and the buttons on your controller. Since these vary by platform, refer to the game manual for the controls for your gaming system.

Special Actions

Some actions can only be performed using the controller, not with voice commands.

Rally Point

Press the rally point button to place a flag marker on the battlefield. A rally point option now becomes available on the target menu for voice commands. When playing with more than one player per side, only one rally point can be placed per side. Placing a new rally point deletes the previous one.

Secondary Attack

Certain units gain special attacks when they purchase upgrades at the barracks. These can be flamethrowers, missile barrages, or special munitions. To use these, you must have the unit selected and then place the cursor over a target. The name of the attack will appear next to the cursor along with the button you need to push to activate that attack. Secondary attacks usually have a recharge time before you can use them again.

Special Abilities

Some units have special abilities that can be activated with the controller.

Order	Unit Type	Description
Enter	Infantry	Infantry unit will enter an empty transport to be carried about the battlefield.
Exit	Infantry	Embarked infantry will exit the transport carrying them.
Transport	Transport	Transport will move to designated infantry and load them aboard.
Move Out	Transport	Loaded transport will move to the designated location and automatically unload infantry.
Plant Minefield	Engineers	Engineers will place minefield in designated location (requires upgrade).
Defuse Minefield	Engineers	Engineers will remove designated enemy minefield (requires upgrade).
Sentries	Engineers	Drones from off map move to uplink and defend it (requires upgrade).
Storm Building	Riflemen	Riflemen will rush into an enemy-occupied building and try to clear it out (requires upgrade).
Drone Attack	Command Vehicle	Drones move to and attack target.
Drone Defend	Command Vehicle	Drones move to and protect designated unit or location.
UAV Recon	Command Vehicle	UAV flies to location and detects nearby enemies (requires upgrade).
UAV Attack	Command Vehicle	UAV flies to and attacks target (requires upgrade).

After the Battle

Once one side has met its victory conditions, the battle ends. However, before continuing on to the Mission Report screen, you can freely move the camera around the map and survey the battlefield. This can be very useful for learning the topography and location of structures of a battlefield to help you next time you engage the enemy on this map.

Mission Report

After exiting the battlefield, you are provided a Mission Report. This screen lists an update for your battalion, how many credits you earned, your command rating, any medals you were awarded, the results of the mission, and the duration of the mission. This screen also allows you to look at more details on the mission and to save a replay of it to be viewed later.

Details

When you choose to view more details about the Mission Report, you can select from six different screens, each with unique information about the results of the battle. Following are brief descriptions for each screen.

- // **Unit Statistics:** This lists the call sign for each unit, its rank after the battle, and its current status. Units that survived or are promoted stay in your battalion. However, destroyed units are replaced with a new recruit.
- // **Awards:** This contains your command rating for the battle and the number of credits you have earned for your performance in the battle.
- // **Medal Box:** Any medals, achievements, or trophies earned during the mission appear here.
- // **Mission Result:** This screen provides a side-by-side comparison of the performance of you, the other members of your faction in the battle, and the enemy.
- // **Mission Support:** Here you can find totals for each type of support you requested during the battle.
- // **Funds:** This is another side-by-side comparison of all players in the game and the number of credits they earned.

Replays

Before you leave the Mission Report screen, you have the option of saving the battle as a replay. Then to view a replay, go to the game's main menu, select Community and Extras, then Mission Replays. Select one of the saved replays to view and evaluate your performance. The replays allow you to pause the action, switch between the views of your various units, see the battle unfold from a SITREP view, and quit the replay at any time. You can also freely move the camera about the battlefield. Not only are replays great learning tools, they also are great for bragging. Either share your winning replay or take screen captures of scenes without the HUD of the standard game.

WEAPONS OF WAR

As a commander during World War III, you will have at your disposal some of the most highly technological and deadly weapons ever used. You will also be facing the equally devastating weapons of your enemies. Therefore, it is important to know the strengths and weaknesses not only of your own units, but of your opposition as well. As you progress through the World War III campaign or the Theatre of War campaign, you will earn credits (CR) during each battle, which you can then spend on upgrades at the barracks. Descriptions and other vital information for each upgrade available are listed for each type of unit.

Joint Strike Force—United States of America

Once strongly allied with Europe, the US has broken ranks following the dissolution of NATO and the formation of the European Federation. The two superpowers are now locked in a costly and controversial military space race. This rivalry builds to a crescendo when the US prepares to launch the Freedom Star, a huge military space station that Europe suspects could be used to neutralize its missile shield satellites.

An evolution of today's Marine Expeditionary Units, the Joint Strike Force is known for its integration of air and ground combat capabilities. Epitomizing the saying "high speed, low drag," these elite soldiers excel in precision firepower and can rapidly deploy anywhere in the world. Moreover, their stealth technology and the accuracy of their weapons are second to none.

C1A5 Archon—Command Vehicle

// Effective Against: Gunships and stealth

// Vulnerable to: Close combat

Knowledge is power. This is especially true on the battlefields of 2020. Having a command and control vehicle like the C1A5 Archon on the ground boosts efficiency as well as morale and gives the commander a stronger link to his or her forces. The Archon can also deploy a small complement of armed sentry drones and an armed airborne hunter-killer UAV known as the Scryer.

Specifications

// Length: 38' 2"

// Width: 13' 0"

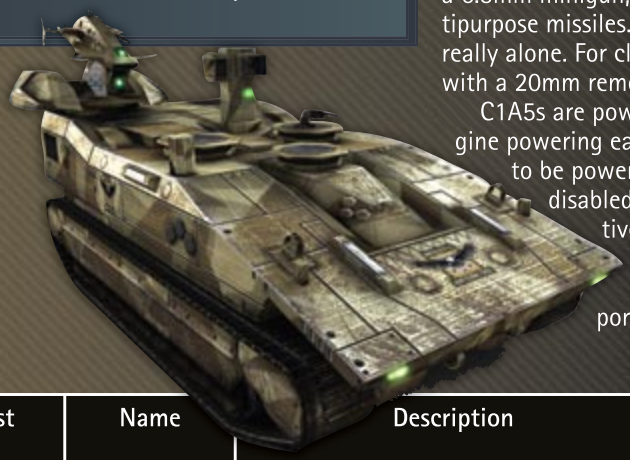
// Height: 12' 7"

// Weight: 11 tons

// Power Plant: 2x 600hp hybrid engines

// Primary Armament: 20mm chaingun

// Special Features: Stealth detection, trap detection, combat support



Tech Commentary

C1A5 Archons can provide a valuable tactical edge on the battlefield. Each one of these high-tech vehicles is equipped with a dizzying array of computers, sensors, and other tools for information gathering and distribution. The Archon is a one-stop shop for all C5ISR (command, control, communications, computers, combat systems, intelligence, surveillance, and reconnaissance) needs. Placing a C1A5 on the ground gives commanders drastically enhanced battlefield awareness and allows for the detection of traps and stealth units.

Archons can also deploy PD-6 Rottweiler sentry drones and an MQ-3 Scryer hunter-killer UAV. Rottweilers are armed with a 6.8mm minigun, while Scryers are armed with guided multipurpose missiles. Even when it's on its own an Archon isn't really alone. For close-range defense Archons are equipped with a 20mm remotely operated chaingun.

C1A5s are powered by twin hybrid engines, with one engine powering each tread. A special system allows both treads to be powered by a single engine if one is damaged or disabled. While its sentry drones and UAV are effective at protecting the Archon, it is not designed to be a frontline combat vehicle and can be an easy target for enemy units if left unsupported.

Upgrades

Upgrade	Cost	Name	Description	Effects	Rank Requirements
Attack 1	100,000 CR	ARV Missile	Armed robotic vehicle air defense missile system	Increased damage by drones	Regular
Defense 1	100,000 CR	Point Defense	Electronically triggered stacked projectile weapon	Equips a short-range defensive weapon system	Recruit
Defense 2	300,000 CR	Composite Armor	Layered defense armor	Increased hit points	Recruit
Defense 3	900,000 CR	Electric Armor	Layered electric armor for RPG protection	Increased hit points	Regular
Defense 4	1,200,000 CR	Active Defense	Hemispheric threat interception system	Increased shield	Hardened
Mobility 1	100,000 CR	Hydrogen Cells	Auxiliary engine power unit	Increased movement speed	Recruit
Mobility 2	300,000 CR	Power Unit	350hp six-cylinder engine	Increased movement speed	Hardened
Ability 1	100,000 CR	Stealth Detection	Ultra-wide band unit detection and modeling system.	Defeats enemy stealth ability within LOS	Recruit
Ability 2	300,000 CR	Scryer	Unmanned aerial vehicle with surveillance camera	Enables deployment of an unarmed UAV	Recruit
Ability 3	900,000 CR	Hunter Killer	Armed unmanned aerial vehicle	Upgrades UAV to perform attack missions	Hardened
Ability 4	1,200,000 CR	Trap Detection	Explosive device detection	Detects all enemy minefields within LOS	Veteran

AH-80 Blackfoot—Gunship

// Effective Against: Tanks, artillery, infantry in the open

// Vulnerable to: Combat transports, engineers in cover or garrisoned

The AH-80 almost never happened. Its original design went through extensive research and development but was canned due to budget cuts in early 2004. However, the recent arms race prompted a revival of the program. The Blackfoot's predecessor was renamed and became the AH-80 now in service. Its most distinctive design characteristic is its canard rotor/wing design.

Specifications

// Length: 45' 3"

// Width: 18' 2"

// Height: 9' 9"

// Weight: 11,000 lb

// Power Plant: 2,100hp hydrogen engine

// Primary Armament: 30mm chaingun, brimstone rockets

// Special Features: NA

Tech Commentary

The AH-80 Blackfoot is a stealthy, high-agility gunship that represents the latest innovations in helicopter design. Its unique fly-by-wire 2.0 system cuts down the time required to train a pilot. It can also be upgraded to use a high-efficiency hydrogen engine that was developed by a company based in Southern California.

Its targeting system is another point of pride for its developers. Previous gunship targeting systems were connected to the gunner's helmet, pointing the gunship's chaingun at wherever the gunner is looking. The Blackfoot's advanced targeting system takes this premise one step further and actually monitors the gunner's eyes, making targeting virtually instantaneous and incredibly precise. Once the gunner has a target picked out, the Blackfoot's 30mm chaingun can make short work of it. The Blackfoot is also equipped with rockets and guided air-to-ground missiles, making it a very effective tank-killing unit.

The canard rotor/wing spins like a helicopter's rotor but can also be fixed to act like a wing. Early pilots who flew the Blackfoot for the first time were often worried by the chopper's lack of a rear rotor blade, but once they got up into the air these concerns quickly disappeared. The advanced canard rotor/wing design of the AH-80 allows it to perform an amazing array of aerobatic maneuvers.

Upgrades

Upgrade	Cost	Name	Description	Effects	Rank Requirements
Attack 1	100,000 CR	Up-rated Chaingun	Larger caliber cannon (35mm)	Increased attack range	Recruit
Attack 2	300,000 CR	Target Acquisition System	Automatic post-launch tracking and missile guidance	Increased accuracy	Regular
Attack 3	900,000 CR	Joint Common Missile	Single-shot kill tactical missile system	Special attack: Missile barrage—increased damage, increased area of effect	Hardened
Attack 4	1,200,000 CR	Fire Control Radar	Enhanced location and identification of threats	Increased attack range	Veteran
Attack 5	1,500,000 CR	Dead	High rate of fire centrifugal gun	Increased rate of fire	Veteran
Defense 1	100,000 CR	Nano-Composite Airframe	Increased durability and reduced radar signature	Increased hit points	Recruit
Defense 2	300,000 CR	Ballistic Protection	Composite panel titanium armoring	Increased hit points	Regular
Mobility 1	100,000 CR	Hydrogen Cells	Auxiliary engine power unit	Increased movement speed	Recruit
Mobility 2	300,000 CR	Power Unit	350hp six-cylinder engine	Increased movement speed	Hardened

M320 Spartan—Artillery

// Effective Against: All ground units at long range

// Vulnerable to: All ground units at short range and gunships

Its main gun may be a classic, but the rest of the M320 is all high tech. An Advanced Modular Artillery Charge System, second-generation laser ignition system, and the ability to rapidly "shoot and scoot" make it the Americans' most advanced self-propelled gun yet. The Spartan can also be upgraded with Grid Smasher rocket pods to give it more offensive firepower and is equipped with the same hybrid engine technology that the Fastback uses.

Specifications

// Length: 29' 6"

// Width: 10' 1"

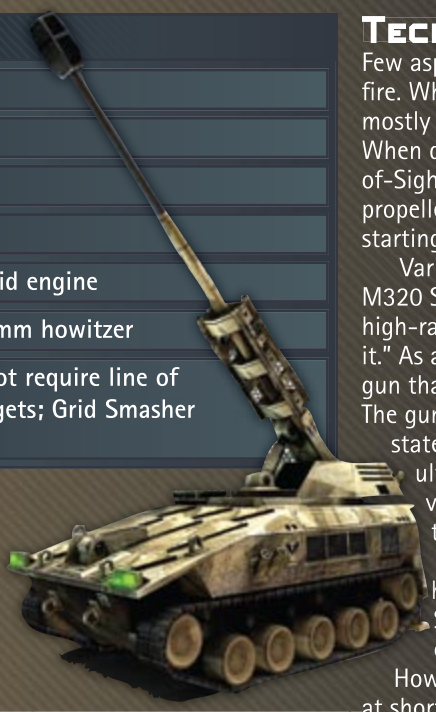
// Height: 10' 5"

// Weight: 26 tons

// Power Plant: 480hp hybrid engine

// Primary Armament: 155mm howitzer

// Special Features: Does not require line of sight (LOS) to attack targets; Grid Smasher rocket pods



Tech Commentary

Few aspects of war are more jarring than incoming artillery fire. While much has changed by the year 2020, artillery is still mostly the same: big guns shooting big shells at long range. When development of the Future Combat Systems Non-Line-of-Sight Cannon first began the goal was to create a self-propelled howitzer that was "next generation" in every way, starting with a brand-new gun.

Various types of guns were developed and tested for the M320 Spartan, but none were fully satisfactory. Eventually, a high-ranking Pentagon officer said, "If it ain't broke, don't fix it." As a result, the JSF decided to continue to use the 155mm gun that has been depended upon by US troops for decades. The gun itself may not be new, but the ammunition it uses is state-of-the-art. Innovations in 155mm rounds have led to ultra-precise guided munitions that give the Spartan previously unheard-of levels of accuracy. Plus, the rounds themselves are deadlier than ever.

A barrage from a battery of Spartans is sure to wreak havoc upon the enemy. When upgraded with Grid Smasher rocket pods, a single M320 can bring into play enough firepower to quickly level an entire city block. However, like all artillery units, Spartans cannot target units at short range and are easy prey for enemies at close range.

Upgrades

Upgrade	Cost	Name	Description	Effects	Rank Requirements
Attack 1	100,000 CR	Fire Control	Integrated positioning and navigation system	Increased attack range	Recruit
Attack 2	300,000 CR	Rail Cannon	Electronic projectile acceleration system	Increased attack range	Regular
Attack 3	900,000 CR	Grid Smashers	Multiple launch rocket system	Special attack: Missile barrage—increased damage, increased area of effect	Hardened
Attack 4	1,200,000 CR	Sensor Fused Rounds	Target-searching munitions for increased lethality	Increased damage	Hardened
Attack 5	1,500,000 CR	Excalibur Guided Rounds	Precision-guided extended range munitions	Increased attack range	Veteran
Defense 1	100,000 CR	Armor Plate	Protection against kinetic energy and blast arms	Increased hit points	Recruit
Defense 2	300,000 CR	Countermeasures	Electronic countermeasure system	Increased shields	Recruit
Defense 3	900,000 CR	Nano-Composite Armor	Enhanced hull and engine casing armor system	Increased hit points	Regular
Mobility 1	100,000 CR	Hydrogen Cells	Auxiliary engine power unit	Increased movement speed	Recruit
Mobility 2	300,000 CR	Power Unit	350hp six-cylinder engine	Increased movement speed	Regular
Ability 4	1,200,000 CR	Trap Detection	Explosive device detection	Detects all enemy minefields within LOS	Veteran

M5A2 Schwarzkopf—Tank

// **Effective Against:** Transports, artillery, riflemen, unprotected engineers

// **Vulnerable to:** Gunships, engineers in cover or garrisoned

The Pentagon likes to refer to the M5A2 Schwarzkopf as the world's premier mounted combat system (MBT), and it's easy to see why. This MBT is the pride of the JSF and can endure massive punishment while dealing out the same. Its 120mm smoothbore cannon is capable of blasting apart enemy fortifications, while its advanced fire control system gives it unsurpassed accuracy. Unlike the M118 Fastback, the M5A2 is not fitted with a hybrid engine and instead relies solely on fossil fuels to feed its massive gas turbine power plant.

Specifications

// **Length:** 33' 1"

// **Width:** 12' 0"

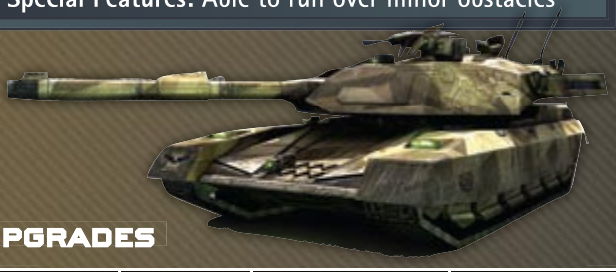
// **Height:** 8' 3"

// **Weight:** 40 tons

// **Power Plant:** 1,650hp gas turbine engine

// **Primary Armament:** 120mm smoothbore cannon

// **Special Features:** Able to run over minor obstacles



Tech Commentary

Named after General Norman Schwarzkopf, this mounted combat system is yet another example of the end results from the Future Combat Systems program. While its primary armament, a 120mm smoothbore cannon, is essentially unchanged from tanks of previous generations, the rounds it's capable of firing are updated to be much more punishing.

The M5A2 is a mix of the old and the new. It still has the tried and true .50 caliber coaxial heavy machine gun, but it can now be fitted with the RAVEN 20mm chaingun. It has an engine that runs on fossil fuels, but its advanced fire control system gives it a level of accuracy that is unheard of. The Schwarzkopf can even be equipped with an advanced active defense system, which provides added protection against an array of high-explosive anti-tank (HEAT) weaponry.

An active defense system helps improve upon the unit's already impressive survivability. The lack of a hybrid engine also means the Schwarzkopf is a costly asset to put into action, especially considering the fantastically high price of gasoline in the year 2020. Every attempt has been made to make its gas turbine engine as fuel-efficient as possible, but it still consumes at least double the amount of fuel that the M118 Fastback requires.

Upgrades

Upgrade	Cost	Name	Description	Effects	Rank Requirements
Attack 1	100,000 CR	Firepower Enhancement	120mm smoothbore gun for direct fire	Increased attack range	Recruit
Attack 2	300,000 CR	Coaxial Gun	Fixed-mount machine gun parallel to the cannon	Increased damage	Regular
Attack 3	900,000 CR	HESH Shell	High-explosive squash head rounds	Special attack: HESH fired—increased damage, increased area of effect	Hardened
Attack 4	1,200,000 CR	BLOS Cannon	Beyond line of sight cannon	Increased range of HESH shells	Hardened
Attack 5	1,500,000 CR	Platform Stabilizer	Armament stabilization in two planes	Increased accuracy	Veteran
Attack 6	1,800,000 CR	Fire Control	Integrated positioning and navigation system	Increased attack range	Veteran
Attack 7	2,100,000 CR	Independent Viewer	Automatic sector scanning and target cueing	Increased accuracy	Veteran
Defense 1	100,000 CR	Nano-Composite Armor	Enhanced hull and engine casing armor system	Increased hit points	Recruit
Defense 2	300,000 CR	Active Defense	Hemispheric threat interception system	Increased shields	Regular
Defense 3	900,000 CR	Auto-Grenade Launcher	Remote-control mounted weapon system	Equips a short-range defensive weapon system	Regular
Defense 4	1,200,000 CR	Stacked Projectile	Electronically triggered stacked projectile weapon	Increased damage of auto-grenade launcher	Regular
Defense 5	1,500,000 CR	D.U. Armor	Effective neutralization of anti-armor threats	Increased hit points	Hardened
Mobility 1	100,000 CR	Hydrogen Cells	Auxiliary engine power unit	Increased movement speed	Recruit
Mobility 2	300,000 CR	Power Unit	350hp six-cylinder engine	Increased movement speed	Regular

M118 Fastback—Combat Transport

// Effective Against: Gunships, drones, riflemen

// Vulnerable to: Tanks, artillery, engineers in cover or garrisoned

Upon first inspection, the M118 Fastback looks like little more than an updated version of infantry fighting vehicle (IFV) designs used at the close of the 20th century. However, it represents a huge leap forward in IFV design. It is capable of engaging both ground and airborne targets and can quickly provide transport for a full squad of riflemen or engineers. Faster, more fuel-efficient, deadlier, and tougher than its predecessors, the Fastback incorporates many features pioneered by the Future Combat Systems program.

Specifications

// Length: 21' 2"

// Width: 10' 6"

// Height: 9' 9"

// Weight: 25 tons

// Power Plant: 600hp hybrid engine

// Primary Armament: 30mm chaingun (AA rail gun when upgraded)

// Special Features: Can carry one squad of riflemen or engineers

Tech Commentary

The M118 Fastback may look familiar on the outside, but it's a whole new beast on the inside. Its original 600hp turbo-diesel engine has been replaced by a more fuel-efficient hybrid engine. Advances in hybrid technology have allowed for this change to be made without a sacrifice in horsepower or torque while leaving the vehicle's weight virtually unchanged.

Lessons learned from the Army's Stryker program led to the M118 being a tracked vehicle rather than a wheeled one. The Fastback also includes a full suite of electronic countermeasures and is fully "wired" according to specifications set by the Future Combat Systems program.

Its main armament, a dual-feed chaingun, has been upgraded from 25mm to 30mm. This helps to simplify supply logistics for JSF battalions because JSF gunships use the same type of ammunition. It has the added benefit of increasing both the range at which the Fastback can engage enemy targets and its hitting power.

The M118 is a modular design, so it can quickly be upgraded to suit different mission parameters. Its chaingun can be completely replaced with a newly developed anti-aircraft rail gun. Advanced TOW (tube-launched, optically tracked, wire-guided) IIIA missiles can be attached to the vehicle's hull for added anti-armor capability. JSF commanders will quickly find the Fastback to be an effective and versatile addition to their battalion; their only complaint will be that it cannot be modified for amphibious operations.

Upgrades

Upgrade	Cost	Name	Description	Effects	Rank Requirements
Attack 1	100,000 CR	Anti-Aircraft Rail Gun	Electronic projectile acceleration system	Increased damage vs. air units	Recruit
Attack 2	300,000 CR	Coaxial Gun	Parallel-mounted machine gun alongside cannon	Increased damage	Regular
Attack 3	900,000 CR	Rocket Pod	Mounted air defense rocket systems	Special attack: Rocket barrage—increased damage, increased area of effect	Hardened
Attack 4	1,200,000 CR	Radar Scope	Advanced motion-detection system	Increased attack range	Hardened
Attack 5	1,500,000 CR	Gyro-Stabilizer	Superior stability and precision for main cannon	Increased accuracy	Veteran
Attack 6	1,800,000 CR	HE Rockets	High-explosive fragmentation warhead	Increased damage of rocket pods	Veteran
Defense 1	100,000 CR	Composite Armor	Layered defense armor	Increased hit points	Recruit
Defense 2	300,000 CR	Nano-Composite Armor	Enhanced hull and engine casing armor system	Increased hit points	Regular
Defense 3	900,000 CR	Remote Weapons System	Remote-control mounted weapon system	Equips a short-range defensive weapon system	Regular
Defense 4	1,200,000 CR	Electro-Optical Countermeasures	Multispectrum defense against anti-armor threats	Increased shields	Hardened
Mobility 1	100,000 CR	Power Unit	350hp six-cylinder engine	Increased movement speed	Recruit
Mobility 2	300,000 CR	Hydrogen Cells	Auxiliary engine power unit	Increased movement speed	Regular

Pioneers—Engineers

// Effective Against: All armored and air units when in cover or garrisoned

// Vulnerable to: Riflemen, all units when not in cover or garrisoned

Sometimes just being a soldier in the JSF isn't enough. When a typical JSF recruit wants to go one step farther, he or she becomes a Pioneer. Just like JSF Ghosts, Pioneers come from every branch of the US military as well as numerous intelligence agencies and private organizations. Pioneers can quickly and effectively deploy an array of advanced weaponry and other devices that could give their battalion a valuable edge in battle. However, their tools are not as advanced as those employed by the European Federation Enforcer Corps (EFEC), and in a straight firefight against enemy riflemen they are at a severe disadvantage.

Specifications

// Length: NA

// Width: NA

// Height: NA

// Weight: NA

// Power Plant: NA

// Primary Armament: AT5CQ rocket launcher, SCAR A1C, M268 SAW minigun

// Special Features: Can take advantage of cover, garrison buildings, and capture uplinks

Tech Commentary

Pioneers are essentially a blending of traditional battlefield engineers and heavy infantry. They can provide an extra punch on the battlefield to help give infantry a fighting chance against vehicles and gunships. However, to be effective in these roles, Pioneers must be in cover.

They can also plant area defense systems, remove enemy area denial weapons, and even fortify captured uplinks by calling in air-dropped sentry drones. A good commander will have to keep his or her Pioneers well-protected, as they have little chance of coming out on top in a firefight with enemy riflemen.

JSF Pioneers can be equipped with the APE-1A2, a revolutionary new exoskeleton developed specifically for the JSF by a private US military contractor. The APE-1A2 allows its user to carry triple his or her body weight. When Pioneers use the exoskeleton, carrying their primary weapon (the AT5CQ rocket launcher) is no longer a burden. For extreme firepower Pioneers can become support gunners by pairing their exoskeletons with a devastating man-portable microgun that fires the same 6.8mm rounds the SCAR A1 uses. The combination of high firepower, armor, and exoskeletons can turn a single Pioneer into a walking gun turret.

Upgrades

Upgrade	Cost	Name	Description	Effects	Rank Requirements
Attack 1	100,000 CR	Range Finder	Accurate engagement at increased range	Increased attack range	Recruit
Attack 2	300,000 CR	Squad Automatic Weapon	Light machine gun to provide suppressive fire	Special attack: Burst of SAW fire—increased damage	Regular
Attack 3	900,000 CR	Target Acquisition Sight	Direct-view optics for detection and recognition	Increased accuracy	Hardened
Defense 1	100,000 CR	Officer Training	Advanced leadership training program	Increased hit points	Recruit
Defense 2	300,000 CR	Tactical Armor	Ceramic composite flexible hard armor system	Increased hit points	Regular
Mobility 1	100,000 CR	Command Network	Tactical information technology advantage	Increased uplink capture and upgrade speed	Recruit
Ability 1	100,000 CR	Sentry	Deploy armored robots to defend secured positions	Deploy drones to guard a captured uplink	Recruit
Ability 2	300,000 CR	Hornet Area Denial Mine	40mm projectile-based minefield system	Enables planting minefields	Regular
Ability 3	900,000 CR	Netfires	Anti-helicopter micro-missile system	Upgrade minefields to be effective vs. ground and air units	Regular

Ghosts—Riflemen

// **Effective Against:** Engineers, drones

// **Vulnerable to:** Tanks, gunships, combat transports

Soldiers come from every branch of the US military to join the ranks of the JSF. Walk into any JSF barracks and you'll see men and women from Marine Force Recon, Navy SEALs, Army Rangers, Green Berets, Air Force Pararescuemen (PJs), and even Ghost Recon teams. This means that many fresh JSF recruits have already undergone extensive training before they even put on the JSF uniform. The purpose of JSF training is to unite all the different doctrines from other special operations units into one, unified doctrine. JSF instructors have learned to glean the best parts of every special operations branch and implement them into the training plan.

Specifications

// **Length:** NA

// **Width:** NA

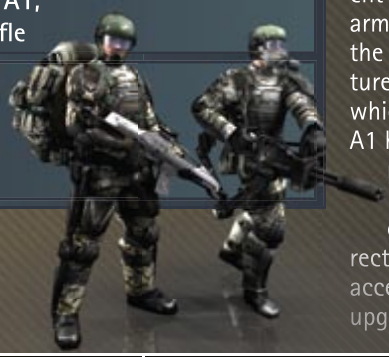
// **Height:** NA

// **Weight:** NA

// **Power Plant:** NA

// **Primary Armament:** SCAR A1, M120 .50 caliber sniper rifle

// **Special Features:** Can take advantage of cover, garrison buildings, and capture uplinks



Tech Commentary

JSF Ghosts are armed with the Special Operations Forces Combat Assault Rifle Advance 1, or SCAR A1. The events that led up to the adoption of this weapon are actually quite controversial. The rifle itself is of Belgian origin and was originally designed in two variants, one chambered in 5.56mm NATO cartridges and another that used 7.62mm NATO cartridges.

The current SCAR A1 is essentially the same weapon, only it has been redesigned by a US company to chamber the newer 6.8mm cartridge. The US claimed that the SCAR A1 is a different weapon with its own patent because of the changes US arms makers implemented to enable the weapon to chamber the 6.8mm round. This claim infuriated the original manufacturers of the weapon, and numerous lawsuits followed, none of which have been settled. Despite its rocky adoption, the SCAR A1 has proven to be a formidable rifle and a marked improvement over the US military's previous weapon systems.

JSF Ghosts are fully wired and carry the latest in communications gear and body armor, all of which is a direct descendent of the Land Warrior program. JSF snipers have access to semi-automatic .50 caliber sniper rifles, which can be upgraded to use anti-material shells for additional firepower.

Upgrades

Upgrade	Cost	Name	Description	Effects	Rank Requirements
Attack 1	100,000 CR	Future Force Training	Advanced physical, mental, and psychological training	Increased accuracy	Recruit
Attack 2	300,000 CR	Marksman	Sniper provides highly accurate long range fire	Special attack: Increased damage vs. infantry	Regular
Attack 3	900,000 CR	M110 Sniper	High-powered sniper rifle that bypasses enemy cover	Enemy infantry in cover take full damage from sniping	Regular
Defense 1	100,000 CR	Dragon Skin	Enhanced tactical body armor	Increased hit points	Recruit
Ability 1	100,000 CR	Active Camouflage	Dynamically adaptive color and luminance	Enables stealth	Recruit
Ability 2	300,000 CR	Direct Action Penetrator	Upgraded V-25 Goshawk that allows small unit infiltration	Allows riflemen to deploy anywhere on the battlefield	Recruit
Ability 3	900,000 CR	Storm Building	Maneuver training for clearing occupied buildings	Increased damage vs. garrisoned infantry	Regular
Ability 4	1,200,000 CR	Target Designator	Designates targets for artillery support	Can direct artillery's MLRS on enemy targets	Hardened
Ability 5	1,500,000 CR	Stealth Detection	Acoustic detection to locate fire and movement	Defeats enemy stealth ability within LOS	Hardened
Ability 6	1,800,000 CR	Stealth and Trap Detection	Hidden threats detection	Enemy minefields within LOS can be detected	Veteran

V-25 Goshawk—Support Helicopter

// Effective Against: None

// Vulnerable to: All except riflemen

After years of controversy and scrutiny, the tilt-rotor aircraft was finally perfected with the V-25 Goshawk. The first generation of this aircraft saw action throughout the Middle East and Afghanistan. The V-25 is the primary light/medium transport aircraft used by the JSF.

V-120 Valkyrie—Transport Helicopter

// Effective Against: None

// Vulnerable to: All except riflemen

After the V-25 was shown to be a success, a much larger, quad-rotor version of the aircraft was created. Christened the V-120 Valkyrie, it serves as the JSF's main heavy-lift transport aircraft.

A-20 Razorback—Fighter

// Effective Against: All units

// Vulnerable to: None

The A-20 Razorback is essentially an F-20 fighter that has been up-armored to enhance survivability as a ground attack fighter. While the additional armor makes the A-20 less than ideal for dog fighting, it is a highly capable bomber and strike craft.

PD-6 Rottweiler—Drone

// Effective Against: Gunships

// Vulnerable to: Riflemen, combat transports, tanks, engineers in cover

The tracked design of PD-6 Rottweilers makes them slower than EFEC Archers, but with a 6.8mm minigun and two rocket pods, they pack a greater punch, and they are more heavily armored and constructed. Their sensors are less advanced than the Archers', but once the enemy is found PD-6s rarely miss.

MQ-3 Scryer—UAV

// Effective Against: Stealth

// Vulnerable to: All units except artillery

The Scryer compact airframe houses two large multi-purpose guided missiles that run the entire length of its body. The weight of these missiles keeps the Scryer from being very maneuverable or fast, but after deploying its weapons, the MQ-3 is very nimble.

Mission Supports

These supports can be purchased at the barracks during the World War III and Theatre of War campaigns. You must upgrade uplinks to use them. While air support and force recon also require nearby bases, electronic warfare can be used anywhere.

Upgrade	Cost	Name	Description	Effects	Rank Requirements
Air Strike 2	900,000 CR	JCM Air-Launched ATGM	Precision laser-guided missile strike	Increased damage, increased area of effect	2 upgraded uplinks
Air Strike 3	2,400,000 CR	Laser Guided Bomb	Precision guided munitions strike	Increased damage, increased area of effect	3 upgraded uplinks
Electronic Warfare 1	450,000 CR	Small Electro-magnetic Pulse	Short-duration electronic attack	Disrupts enemy shields, immobilizes enemy vehicles	None
Electronic Warfare 2	1,250,000 CR	Medium Electro-magnetic Pulse	Active electronic attack with jamming and EMP	Increased duration, increased area of effect	2 upgraded uplinks
Electronic Warfare 3	2,900,000 CR	Large Electro-magnetic Pulse	Long-duration electromagnetic pulse weapon	Increased duration, increased area of effect	3 upgraded uplinks
Force Recon 1	100,000 CR	Regular Army Platoon	Regular army force deployed to guard a position	1 infantry unit and 1 FAV unit deployed	None
Force Recon 2	1,000,000 CR	Regular Army Company	Regular army force deployed to guard a position	1 infantry unit, 1 FAV unit, and 2 tanks deployed	None
Force Recon 3	2,500,000 CR	Regular Army Task Force	Regular army force deployed to guard a position	2 infantry units, 2 FAV units, and 2 tanks deployed	None
Forward CMD	100,000 CR	Forward Command	Designates an uplink as the landing zone for reinforcements	Time to engagement reduced for reinforcements	None

The Enforcer Corps—European Federation

The European Federation is a new superpower, founded in 2018 to consolidate political and economic power in the face of the world energy crisis and accelerating security and environmental concerns around the globe. Though it was publicized as an evolution of the European Union, demanding admission criteria disenfranchised all but the wealthiest nations of Europe. The UK and Ireland declined membership (instead joining the New Commonwealth), as did Switzerland (fiercely neutral as always).

Consummate professionals, the European Federation Enforcer Corps (EFEC) is made up of veteran elite counterterrorist and peacekeeping forces from throughout Europe. Calm and precise, these highly trained and experienced soldiers are especially skilled in urban warfare. They excel in electronic warfare as well as advanced directed-energy weapons technology, and have the fastest battlefield vehicles. The Enforcer Corps also has access to the world's best "less than lethal" weaponry.

LV-20 Charlemagne—Command Vehicle

// Effective Against: Gunships and stealth

// Vulnerable to: Close combat

The LV-20 can detect traps and stealth units, increase battlefield awareness, and deploy UAVs and sentry drones. A unique feature of the LV-20 is its armament. The Charlemagne is equipped with a tactical high energy laser (THEL) rather than conventional arms, and its drones are equipped with advanced directed-energy weapon systems. Many consider the LV-20 to be the most advanced wheeled vehicle ever created.

Specifications

// Length: 16.2 m

// Width: 2.6 m

// Height: 4.1 m

// Weight: 15.9 tons

// Power Plant: 480hp electric engine

// Primary Armament: Tactical high energy laser

// Special Features: Stealth detection, trap detection, combat support

Tech Commentary

The LV-20 Charlemagne allows European Enforcer Corps commanders to acquire and disseminate large amounts of battlefield data quickly and effectively. Its vast array of sensory equipment covers nearly every visible and invisible spectrum, from infrared to ultraviolet, and includes a complement of advanced audio sensors. This means that very few, if any, modern stealth units are able to go by undetected when an LV-20 is around.

Instead of conventional armaments, the LV-20 is equipped with a tactical high-energy laser (THEL). Its power plant is the same electric engine that the AMZ-50 uses. It also has a high-capacity energy generator to power its THEL. Details on this generator are classified. All LV-20s have emergency gas-powered generators attached to the THEL for use when the primary power generator is disabled.

The Charlemagne can deploy EFEC Archer sentry drones, which are equipped with the same Active Denial System and taser system used by Grenadiers. Its deployable UAV is an EFEC Eaglefly that has advanced optical systems for threat detection and is equipped with guided air-to-ground missiles. Proper use of the LV-20 can be a valuable asset when trying to achieve full-spectrum dominance over enemy forces.

Upgrades

Upgrade	Cost	Name	Description	Effects	Rank Requirements
Attack 1	100,000 CR	ARV THEL	Armed robotic vehicle with mounted tactical laser	Increased damage of drones	Regular
Defense 1	100,000 CR	ECM Decoy	Electronic countermeasure system	Increased shields	Recruit
Defense 2	300,000 CR	Interceptor	Hemispheric threat interception system	Increased shields	Regular
Defense 3	900,000 CR	Chobham Armor	Layered armor providing multiple hit protection	Increased hit points	Hardened
Mobility 1	100,000 CR	Hydrogen Cells	Increased engine efficiency and reduced sound	Increased movement speed	Recruit
Mobility 2	300,000 CR	Power Unit	Increased engine power and greater speed	Increased movement speed	Regular
Mobility 3	900,000 CR	Tactical Mobility	Weight reduction for agile maneuver	Increased movement speed	Hardened
Ability 1	100,000 CR	Stealth Detection	Ultra-wide band radar unit detection system.	Defeats enemy stealth abilities within LOS	Recruit
Ability 2	300,000 CR	Eaglefly	Unmanned aerial vehicle with surveillance camera	Enables deployment of an unarmed UAV	Recruit
Ability 3	900,000 CR	Dragonfly	Armed unmanned aerial vehicle	Upgrade UAV to perform attack missions	Hardened
Ability 4	1,200,000 CR	Trap Detection	Explosive device detection	Detects all enemy minefields within LOS	Veteran

PAH-6 Cheetah—Gunship

// Effective Against: Tanks, artillery, riflemen in the open

// Vulnerable to: Combat transports, engineers in cover or garrisoned

The PAH-6 is a technological wonder due to its dual hydrogen-powered turboshaft engines. It is the second-generation version of a line of combat helicopters that were first deployed in 2003. Since then this series of attack choppers has demonstrated high lethality and survivability. The Cheetah is lighter, more energy efficient, and more maneuverable than previous generations by a wide margin.

Specifications

// Length: 14.2 m

// Width: 4.7 m

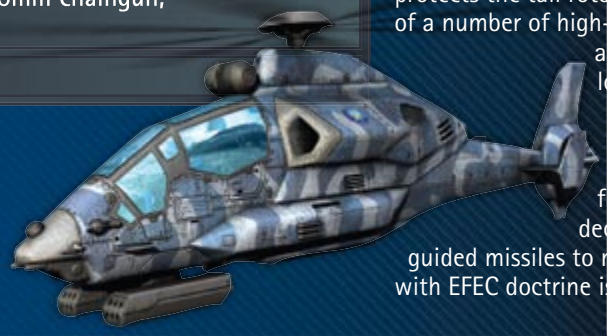
// Height: 3.7 m

// Weight: 5,500 kg

// Power Plant: 2x 1,500 kw turboshaft engines

// Primary Armament: 30mm chaingun, 68 mm rockets

// Special Features: NA



Tech Commentary

Europe has been on the forefront of alternative energy sources ever since 2009. As a result, units like the PAH-6 Cheetah are powered by some of the most technologically advanced "green" engines in the entire world. What's amazing is that these engines are just as effective as their fossil fuel–powered counterparts from a generation ago. However, manufacturing these engines is complex and time-consuming.

One unique feature of the Cheetah is its shrouded tail rotor. Not only does this reduce its acoustic signature, but it also protects the tail rotor from damage. The Cheetah is capable of a number of high-agility maneuvers and can even perform a loop while equipped with a full combat load-out.

The Cheetah is armed with the HOT-3, an optically tracked, laser-guided missile using a tandem warhead. This reflects the EFEC's peace-keeping roots—EFEC decided to equip the PAH-6 with optically guided missiles to minimize collateral damage. Also keeping with EFEC doctrine is the Cheetah's emphasis on speed.

Upgrades

Upgrade	Cost	Name	Description	Effects	Rank Requirements
Attack 1	100,000 CR	Laser Guidance	Enhanced precision and accuracy	Increased accuracy	Recruit
Attack 2	300,000 CR	HOT Missile	High subsonic optical guided missile	Special attack: Missile barrage—increased damage, increased area of effect	Regular
Attack 3	900,000 CR	Area Effect Missile	Adjusted munitions to cover a wider blast area	Upgrade to HOT missile: Increased damage, increased area of effect	Regular
Attack 4	1,200,000 CR	Electronic Chamber	Increased gun stability and reduced recoil	Increased rate of fire	Hardened
Attack 5	1,500,000 CR	Platform Stabilizer	Armament stabilization in two planes	Increased accuracy	Veteran
Attack 6	1,800,000 CR	Recoilless Autocannon	High accuracy recoilless revolving cannon system	Increased attack range	Veteran
Defense 1	100,000 CR	ECM Decoy	Electronic countermeasure system	Increased shields	Recruit
Defense 2	300,000 CR	Warning Systems	Integrated laser warning and missile detector	Increased shields	Regular
Defense 3	900,000 CR	E-Warfare Suite	Combined warning, surveillance, decoy, and jamming	Increased shields	Hardened
Defense 4	1,200,000 CR	Ballistic Protection	Composite panel titanium armoring	Increased hit points	Veteran
Mobility 1	100,000 CR	Hydrogen Cells	Increased engine efficiency and reduced sound	Increased movement speed	Recruit
Mobility 2	300,000 CR	Power Unit	Increased engine power and greater speed	Increased movement speed	Regular

AMZ-50 Marksman—Artillery

// Effective Against: All ground units at long range

// Vulnerable to: All units at short range and gunships

The AMZ-50 Marksman is a second-generation wheeled howitzer truck. The concept has been used before by Swiss, French, and South African militaries and is now fully embraced by the European Federation Enforcer Corps. The Marksman can be deployed rapidly and fits in perfectly with the EFEC's focus on speed over armor. It also has a fully electric engine thanks to its lightweight (when compared to other self-propelled howitzers) chassis.

Specifications

// Length: 11.1 m

// Width: 2.6 m

// Height: 3.9 m

// Weight: 16.0 tons

// Power Plant: 480hp electric engine

// Primary Armament: 155mm self-loading howitzer

// Special Features: Grid Smasher rocket pods

Tech Commentary

Mobile artillery support is no good if all the fighting is done by the time it's put into position. The Enforcer Corps (EC) uses the AMZ-50 Marksman self-propelled 6x6 howitzer because when it comes to speed, it is unmatched. No other artillery unit can be moved into position as quickly as the Marksman. The biggest trade-off for this speed is markedly lighter armor.

The Marksman uses a 155mm self-loading howitzer. Its fire control system is developed by a German company and is run by a sophisticated AI program. This system can calculate the location of an enemy unit faster than any other targeting computer in the world. The AMZ-50 can be upgraded to carry dual Grid Smasher rocket pods, which add greatly to its hitting power and versatility.

Because wheeled vehicles are lighter than tracked ones, it was no problem for the EFEC to equip the Marksman with an electric engine. Not only that, but a series of generators are linked to the recoil action of the main gun. This means that firing the 155mm howitzer on the AMZ-50 actually helps to charge its batteries. The Marksman is the only artillery piece in the world with this system in place.

Upgrades

Upgrade	Cost	Name	Description	Effects	Rank Requirements
Attack 1	100,000 CR	HPM Bomblet	Precision GPS-guided smart modular projectile	Increased damage	Recruit
Attack 2	300,000 CR	Rail Cannon	Electronic projectile acceleration system	Increased range	Recruit
Attack 3	900,000 CR	MLRS	Multiple launch rocket system	Special attack: Missile barrage—increased damage, increased area of effect	Hardened
Defense 1	100,000 CR	ECM Decoy	Electronic countermeasure system	Increased shields	Recruit
Defense 2	300,000 CR	E-Warfare Suite	Combined warning, surveillance, decoy and jamming	Increased shields	Regular
Defense 3	900,000 CR	Countermeasures	Radar-based armor protection system	Increased shields	Hardened
Defense 4	1,200,000 CR	Ceramic Armor	Composite plate ceramic titanium alloy armor	Increased hit points	Veteran
Mobility 1	100,000 CR	Hydrogen Cells	Increased engine efficiency and reduced sound	Increased movement speed	Recruit
Mobility 2	300,000 CR	Power Unit	Increased engine power and greater speed	Increased movement speed	Hardened
Mobility 3	900,000 CR	Tactical Mobility	Weight reduction for agile maneuver	Increased movement speed	Veteran

Panther 1A3—Tank

// Effective Against: Combat transports, artillery, riflemen, unprotected engineers

// Vulnerable to: Gunships, engineers in cover or garrisoned

The Panther 1A3 combines the best features of mounted combat systems from all around Europe. Once again, the European focus on high technology and speed is evident. The Panther excels in maneuverability and yet is still a very capable weapons platform. By combining its 120mm main gun with a newly designed automatic loading system the Euros have made the Panther 1A3 one of the fastest-firing tanks in the world. It also uses a more robust version of the same hybrid engine that powers the AMZ-26 Badger.

Specifications

// Length: 8.9 m

// Width: 3.8 m

// Height: 3.4 m

// Weight: 40 tons

// Power Plant: 1,200 hybrid engine

// Primary Armament: 120mm smoothbore cannon

// Special Features: Able to run over minor obstacles

Tech Commentary

The list of manufacturers for the Panther 1A3 Mounted Combat System reads like a "who's who" of the biggest European auto, tech, and weapons companies. Its main cannon is of German design, its targeting system is French, its power plant is from Austria, its gearbox is from Italy. The European Federation proudly boasts this fact but keeps quiet about the Panther's chassis, which is of Israeli design. In fact, much of the Panther's internal design and layout is "borrowed" from the Israelis.

By using the same hybrid engine technology that powers the AMZ-26 Badger, the Panther 1A3 is able to go much longer between refueling, especially when compared to the M5A5 and T-100. However, to make the engine powerful enough to move all of the Panther's bulk, some concessions had to be made as far as noise and efficiency are concerned.

The Panther is also equipped with a 7.62mm chaingun, which can be replaced with a high-power microwave emitter. The high-power microwave transmitter is considered a "cruel" weapon by critics, and a move has been made to have them banned by the Geneva Convention. As a result, the Panther is one of the most feared main battle tanks in the world.

Upgrades

Upgrade	Cost	Name	Description	Effects	Rank Requirements
Attack 1	100,000 CR	Sensor Fused Shells	Increased accuracy against moving targets	Increased accuracy	Recruit
Attack 2	300,000 CR	Auto-Loader	Optimized automatic munitions selection system	Increased rate of fire	Regular
Attack 3	900,000 CR	Explosive Shells	High-explosive shell effective against buildings	Special attack: Explosive shell fired	Hardened
Attack 4	1,200,000 CR	VIRCATOR	High-power narrow-band microwave enhanced shells	Upgrade to explosive shells: Destroys target's shields	Hardened
Attack 5	1,500,000 CR	Thermal Shroud	Reduced barrel distortion from continued firing	Increased attack range	Veteran
Attack 6	1,800,000 CR	Target Acquisition System	Hostile tracking system to lock moving targets	Increased accuracy	Veteran
Defense 1	100,000 CR	ECM Decoy	Electronic countermeasure system	Increased shields	Recruit
Defense 2	300,000 CR	Laser Countermeasure	Active defense for 360-degree threat interception	Increased shields	Regular
Defense 3	900,000 CR	HPM	High-power microwave counterpersonnel weapon	Equips a short-range defensive weapon system	Regular
Defense 4	1,200,000 CR	THEL	Counterpersonnel tactical high-energy laser	Increased damage of defensive weapon system	Regular
Defense 5	1,500,000 CR	Electro-Reactive Armor	High voltage current to defeat warheads	Increased hit points	Hardened
Defense 6	1,800,000 CR	Countermeasures	Radar-based armor protection system	Increased shields	Veteran
Mobility 1	100,000 CR	Hydrogen Cells	Increased engine efficiency and reduced sound	Increased movement speed	Recruit
Mobility 2	300,000 CR	Power Unit	Increased engine power and greater speed	Increased movement speed	Regular

AMZ-26 Badger—Combat Transport

// **Effective Against:** Gunships, drones, riflemen

// **Vulnerable to:** Tanks, artillery, engineers in cover or garrisoned

An IFV based off of a German design, the AMZ-26 stresses speed and efficiency above all other factors. Compared to Russian and American offerings the AMZ-26 is an incredibly fuel-efficient vehicle. Its fossil fuel and electric hybrid engine "sips" gasoline rather than guzzles it and is extremely quiet for a military vehicle. What's remarkable is that the Badger can outrun other IFVs while still maintaining its high level of fuel efficiency.

Specifications

// **Length:** 7.9 m

// **Width:** 3.0 m

// **Height:** 2.4 m

// **Weight:** 6.9 tons

// **Power Plant:** 552hp hybrid engine

// **Primary Armament:** 30mm chaingun, TOW missile system (upgrade)

// **Secondary/Optional Armaments:** Non-lethal subsonic acoustic emitter, lethal HPM

// **Special Features:** Can carry one squad of engineers or riflemen

Tech Commentary

European Federation soldiers often joke that if the AMZ-26 was provided to the British, the units operating it would run out of tea before running out of gasoline. The manufacturers of the Badger's hybrid engine point to it as the very pinnacle of hybrid power plant technology, providing both speed and power while maintaining an astonishing level of fuel efficiency. The Badger is also considerably lighter than other IFVs, which means it can quickly speed towards uplink points.

The Badger has a Spanish-made 30mm dual-feed chaingun with a firing rate of 700 rounds per minute. It has a modular design so both its armor and weaponry can be quickly replaced with newer, more advanced upgrades. One popular upgrade is the replacement of the 30mm chaingun with a special multipurpose TOW missile system that is capable of engaging both ground and air targets (albeit only at close range for the latter).

Another unique feature brought about by high-tech European engineering is the Badger's high-power microwave emitter. This system has both lethal and non-lethal settings. The non-lethal setting can quickly disperse groups of infantry by inflicting an intense sensation of being burned alive while not actually causing any physical damage. The lethal setting is much more fearsome and some commanders prefer not to use it as the end results are described as "horrific."

Upgrades

Upgrade	Cost	Name	Description	Effects	Rank Requirements
Attack 1	100,000 CR	FORGAT	Fourth-generation optically guided missile system	Increased kinetic and blast damage	Recruit
Attack 2	300,000 CR	Lethal HPM	High-power microwave directed energy weapon	Special attack: HPM pulse—increased damage, increased area of effect	Regular
Attack 3	900,000 CR	EMP	Instant broadband pulse of electromagnetic power	Upgrade to HPM: Increased damage	Regular
Attack 4	1,200,000 CR	Platform Stabilizer	Armament stabilization in two planes	Increased accuracy	Hardened
Attack 5	1,500,000 CR	Intensified Firing System	Image intensification accelerated targeting	Increased rate of fire	Veteran
Attack 6	1,800,000 CR	EFOGM	Enhanced fiber-optic guided missile system	Increased accuracy	Veteran
Defense 1	100,000 CR	ECM Decoy	Electronic countermeasure system	Increased shields	Recruit
Defense 2	300,000 CR	Laser Countermeasure	Active defense for 360-degree threat interception	Increased shields	Regular
Defense 3	900,000 CR	Subsonic Scrambler	Antipersonnel bursts of low-frequency sound waves	Equips a short-range defensive weapon system	Regular
Defense 4	1,200,000 CR	Electro-Reactive Armor	High voltage current to defeat warheads	Increased hit points	Hardened
Defense 5	1,500,000 CR	Countermeasures	Radar-based armor protection system	Increased shields	Veteran
Mobility 1	100,000 CR	Hydrogen Cells	Increased engine efficiency and reduced sound	Increased movement speed	Recruit
Mobility 2	300,000 CR	Power Unit	Increased engine power and greater speed	Increased movement speed	Regular
Mobility 3	900,000 CR	Dynamic Mobility Engine	Up-rated vehicle speed and mobility	Increased movement speed	Hardened

Grenadiers—Engineers

// Effective Against: All armored and air units when in cover or garrisoned

// Vulnerable to: Riflemen, all units when not in cover or garrisoned

Grenadiers in the European Federation Enforcer Corps are highly educated, extremely intelligent, and very well equipped. What sets the EFEC apart from the SGB and JSF is its deployment of non-lethal weaponry and use of ballistic shields. The mentality of the Enforcer Corps is to accomplish the mission; if they can avoid any unnecessary killing, so much the better. Because of the high requirements for EFEC Grenadiers, many members are a bit older than the average soldier serving in the European Federation's armed services.

Specifications

// Length: NA

// Width: NA

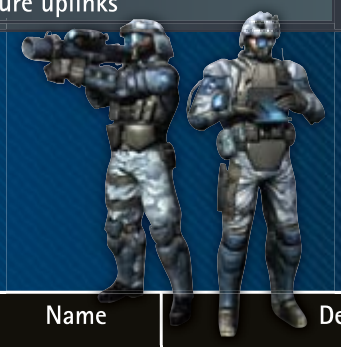
// Height: NA

// Weight: NA

// Power Plant: NA

// Primary Armament: Milana-2 missile launcher, MP12 4.6mm submachine gun

// Special Features: Can take advantage of cover, garrison buildings, and capture uplinks



Tech Commentary

Instead of a light machine gun, one soldier in every unit of Enforcer Corps Grenadiers carries a long-range, wide-area, non-lethal taser weapon that is attached to a ballistic shield. The Grenadiers also have access to a millimeter-wave Active Denial System (ADS). This device won't kill its targets, but it works well as a suppression device. Plus, if the situation calls for it, any enemy forces disabled by the taser or ADS can be taken out with lethal force by riflemen equipped with conventional firearms.

The comm system, body armor, and other high-tech components of EFEC infantry gear are the result of blending French and German next-generation infantry technology. The predecessor to this gear was first issued in 2004, and the systems and weapons used have been continually updated and improved since then. It is widely accepted that the body armor worn by Grenadiers in the Enforcer Corps is the best-designed body armor in the world as far as comfort and usability are concerned, but it provides slightly less protection than armor used by the SGB and JSF.

EFEC engineers are also armed with the German-manufactured MP12 submachine gun, which is chambered in 4.6mm and designed to be effective against body armor. However, the small size of the 4.6mm round limits its "knockdown" power. For armored threats, EFEC Grenadiers can deploy the Milana-2, an advanced anti-armor shoulder-launched missile.

Upgrades

Upgrade	Cost	Name	Description	Effects	Rank Requirements
Attack 1	100,000 CR	Target Acquisition System	Detection, threat evaluation, and weapon assignment	Increased accuracy	Recruit
Attack 2	300,000 CR	Range Finder	Precision direction of missile to target	Increased attack range	Regular
Attack 3	900,000 CR	Squad Taser	Ballistic shield and embedded taser	Special attack: Taser—increased damage	Hardened
Defense 1	100,000 CR	Acoustic Coagulation	Focused ultrasound for rapid battlefield treatment	Increased hit points	Recruit
Defense 2	300,000 CR	BTID	Battlefield target identification device	Increased hit points	Regular
Mobility 1	100,000 CR	Enhanced Command	Information technology suite	Increased uplink capture and upgrade speed	Recruit
Ability 1	100,000 CR	Sentry	Deploy armored robots to defend secured positions	Deploy drones to guard a captured uplink	Recruit
Ability 2	300,000 CR	Sensored Mines	Smart mines able to differentiate friendly forces	Enables planting minefields	Regular
Ability 3	900,000 CR	Self-Healing Mines	Networked mines that automatically repair	Upgrades minefields to allow them to remain effective longer	Regular
Ability 4	1,200,000 CR	Trap Sensor	Explosive device detection and neutralization	Enemy minefields within LOS can be detected and defused	Hardened
Ability 5	1,500,000 CR	Combat Support	Operational assistance to friendly forces	Restores shields of an allied unit	Veteran

Kommandos—Riflemen

// Effective Against: Engineers, drones

// Vulnerable to: Tanks, gunships, combat transports

The Enforcer Corps Kommandos include members that come from many elite special operations groups. This variety is considered an advantage by European commanders. Kommando units are encouraged to stick with the tactics and doctrines of their original units rather than conform to one universal rule set. This means one group of Enforcer Corps Kommandos may behave and function in a manner that is radically different from another. European commanders feel that this will help keep their enemies off balance and allow for more specialized deployments. All Enforcer Corps battalions excel in urban and counterterror operations.

Specifications

// Length: NA

// Width: NA

// Height: NA

// Weight: NA

// Power Plant: NA

// Primary Armament: E3000 assault rifle, UAR 7 bullpup assault rifle, JO-2 .50 caliber sniper rifle

// Special Features: Can take advantage of cover, garrison buildings, and capture uplinks

Tech Commentary

Various conflicts in the late 20th and early 21st centuries showed how lacking the 5.56mm NATO round was. When the European Federation broke away from NATO it was decided that the Enforcer Corps needed to adopt a new rifle cartridge. Ironically, the Europeans decided to go with a 7mm NATO round that is actually a modernized version of a .280 caliber round created in the late 1940s. Immediately after the decision was made to adopt this cartridge, manufacturers in Belgium (E3000 carbine), France (FMS AG2 assault rifle), and Austria (UAR 7 bullpup support weapon) began mass production of 7mm weapons earmarked for Enforcer Corps Kommando use.

Tactics and strategies vary from one Enforcer Corps Kommando group to another. European commanders see this as an asset as enemies are always kept on their toes and individual groups are able to make a niche for their abilities as well as make a name for themselves. The Enforcer Corps Kommandos are especially known for their superb skill in urban combat. Few soldiers can match their ability to storm buildings and secure uplinks. Much of this is due to the dissemination of close-quarter combat tactics from a large pool of elite urban combat and counterterrorist groups such as GSG-9 and GIGN. The fact that the Enforcer Corps is in many ways a descendant of Rainbow Six also furthers this strength.

Members of the Enforcer Corps Kommandos pride themselves on their professionalism and hold themselves up to a very high standard. In a sense, they are the perfect modern-day embodiment of the medieval knight—chivalrous, brave, and steadfast in their beliefs. However, this should not be mistaken for softness. Enforcer Crops Kommandos are capable of carrying out their orders with chilling efficiency and are not afraid to make sacrifices for the "greater good."

Upgrades

Upgrade	Cost	Name	Description	Effects	Rank Requirements
Attack 1	100,000 CR	Urban Warfare	Optimized weapons and maneuver for urban warfare	Increased accuracy	Recruit
Attack 2	300,000 CR	Grenade Launcher	40mm grenade launcher mounted on the assault rifle	Increased damage, increased area of effect	Regular
Attack 3	900,000 CR	Marksman	Specialized sniper provides long-range fire	Special attack: Increased damage vs. infantry	Hardened
Defense 1	100,000 CR	Interceptor Armor	Flexible and lightweight tactical vest	Increased hit points	Recruit
Mobility 1	100,000 CR	Tactical Operation Training	Network-centric warfare operation training	Increased uplink capture and upgrade speed	Recruit
Ability 1	100,000 CR	Active Camouflage	Dynamically adaptive color and luminance	Enables stealth	Recruit
Ability 2	300,000 CR	Air Mobility System	Enables the EC220 Gadfly to airlift deep into defended airspace	Allows riflemen to deploy anywhere on the battlefield	Recruit
Ability 3	900,000 CR	Storm Building	Maneuver training for clearing occupied buildings	Increases damage vs. garrisoned infantry	Regular
Ability 4	1,200,000 CR	Target Designator	Laser marks target for artillery fire support	Can direct artillery's MLRS on enemy targets	Hardened
Ability 5	1,500,000 CR	Stealth Detection	Acoustic detection to locate fire and movement	Defeats enemy stealth abilities within LOS	Hardened
Ability 6	1,800,000 CR	Stealth and Trap Detection	Hidden threats detection	Enemy minefields within LOS can be detected	Veteran

EC 220 Gadfly—Support Helicopter

// Effective Against: None

// Vulnerable to: All except riflemen

Built by the same company that makes the PAH-6 Cheetah, the whimsically named Gadfly is a reliable light transport helicopter that can endure harsh weather conditions and is surprisingly nimble for its size. Its unique engine can run either hydrogen or fossil fuel.

EC 660 Whirlwind—Transport Helicopter

// Effective Against: None

// Vulnerable to: All except riflemen

Whether lifting off from a remote airstrip or dropping off supplies and equipment on the battlefield, the immense EC 660 can be relied upon to generate the artificial windstorm that is its namesake. Despite its vast size, the Whirlwind has considerable range.

Hailstorm—Fighter

// Effective Against: All units

// Vulnerable to: None

Incorporating the best elements of Swedish, French, and German jet fighters first deployed in the early 21st century, the Hailstorm is one of the most agile fighters ever developed. Hailstorms used to support EFEC missions have been specially modified for improved ground attack capabilities.

Archer—Drone

// Effective Against: Gunships

// Vulnerable to: Riflemen, combat transports, tanks, engineers in cover

The world's most advanced sentry drone, the Archer is equipped with state-of-the-art sensory systems and high-end directed energy weapons. Battery life for Archers is a strictly guarded secret, but it's rumored that they can operate for days on a single charge.

Eaglefly—UAV

// Effective Against: Stealth

// Vulnerable to: All units except artillery

This armed UAV, capable of vertical liftoff and landing (VTOL), is ideal for both reconnaissance and attack missions. Its small size and light, aerodynamic design make it the most agile and quiet UAV in use by any armed force in 2020.

Mission Supports

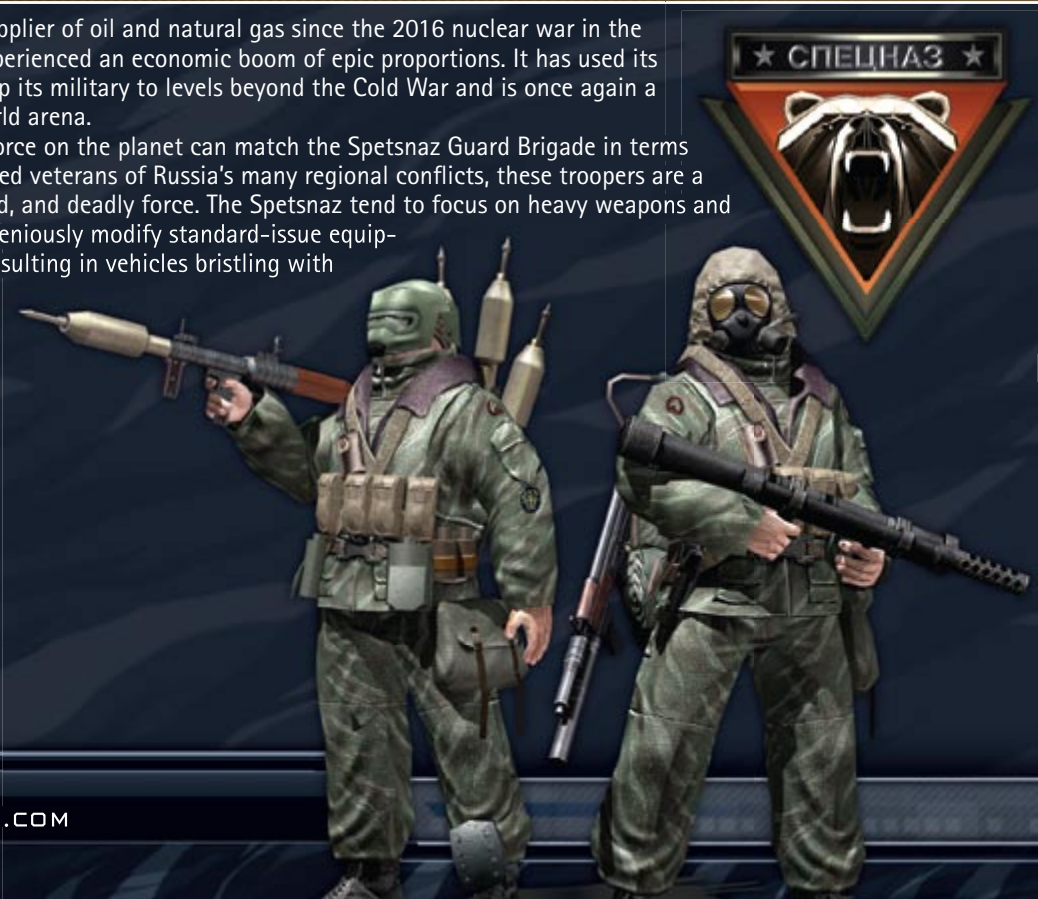
These supports can be purchased at the barracks during the World War III and Theatre of War campaigns. You must have upgraded uplinks to use them. While air support and force recon also require nearby bases, electronic warfare can be used anywhere.

Upgrade	Cost	Name	Description	Effects	Rank Requirements
Air Strike 2	900,000 CR	Air to Surface Missile	Precision laser-guided missile strike	Increased damage, increased area of effect	2 upgraded uplinks
Air Strike 3	2,400,000 CR	Laser Guided Bomb	Precision guided munitions strike	Increased damage, increased area of effect	3 upgraded uplinks
Electronic Warfare 1	450,000 CR	Small Electro-magnetic Pulse	Short-duration electronic attack	Disrupts enemy shields, immobilizes enemy vehicles	None
Electronic Warfare 2	1,250,000 CR	Medium Electro-magnetic Pulse	Active electronic attack with jamming and EMP	Increased duration, increased area of effect	2 upgraded uplinks
Electronic Warfare 3	2,900,000 CR	Large Electro-magnetic Pulse	Long-duration electromagnetic pulse weapon	Increased duration, increased area of effect	3 upgraded uplinks
Force Recon 1	100,000 CR	Regular Army Platoon	Regular army force deployed to guard a position	1 infantry unit and 1 FAV unit deployed	None
Force Recon 2	1,000,000 CR	Regular Army Company	Regular army force deployed to guard a position	1 infantry unit, 1 FAV unit, and 2 tanks deployed	None
Force Recon 3	2,500,000 CR	Regular Army Task Force	Regular army force deployed to guard a position	2 infantry units, 2 FAV units, and 2 tanks deployed	None
Forward CMD	100,000 CR	Forward Command	Designates an uplink as the landing zone for reinforcements	Time to engagement reduced for reinforcements	None

The Spetsnaz Guard Brigade (SGB)—Russia

The world's number one supplier of oil and natural gas since the 2016 nuclear war in the Middle East, Russia has experienced an economic boom of epic proportions. It has used its newfound riches to build up its military to levels beyond the Cold War and is once again a true superpower in the world arena.

Soldier for soldier, no force on the planet can match the Spetsnaz Guard Brigade in terms of raw, brute force. Hardened veterans of Russia's many regional conflicts, these troopers are a highly effective, determined, and deadly force. The Spetsnaz tend to focus on heavy weapons and heavy armor, and often ingeniously modify standard-issue equipment to suit their needs, resulting in vehicles bristling with bolted-on weaponry the original designer never dreamed of including.



MAZ-660 King Spider—Command Vehicle

// Effective Against: Gunships and stealth

// Vulnerable to: Close combat

The interior of the MAZ-660 King Spider is a maze of computers, electronics, electronic countermeasures (ECM) equipment, and surveillance gear. Much of the equipment looks like it was just welded on or taped together, but it all works, and works well. King Spiders can be a huge asset to commanders.

Specifications

// Length: 22.0 m

// Width: 5.2 m

// Height: 4.2 m

// Weight: 40 tons

// Power Plant: 2x 720hp diesel engines

// Primary Armament: 23mm chaingun

// Special Features: Combat support, stealth detection, trap detection, Ru-20 Bodyguard units

Tech Commentary

The MAZ-660 King Spider includes an eclectic mix of modern equipment and old equipment. The modern equipment includes ECM systems, high-end video and audio surveillance hardware, battlefield computers, and communications gear. The low-end equipment acts as a backup system and includes everything from a wired tactical telephone set with a 650-meter cable reel to signal flags.

King Spiders are also equipped with the Tu-3 Vulture UAV. The Vulture is a bit dated when compared to EFEC and JSF UAVs because it lacks VTOL and hover capabilities, but it is well-armed and can engage a variety of targets. Instead of sentry drones each King Spider has a complement of Russian soldiers to protect it. These soldiers are specially trained for the sole task of protecting the MAZ-660 and are referred to as Ru-20 "Bodyguard" units.

The Bodyguards are not as well-trained as Wolves and Bears, but are determined and disciplined. They are armed mostly with AK-74 assault rifles and do not have access to the same heavy-duty body armor that SGB riflemen and engineers are issued. King Spiders are also equipped with twin 23mm chainguns and a 12.7mm coaxial machine gun.

Upgrades

Upgrade	Cost	Name	Description	Effects	Rank Requirements
Attack 1	100,000 CR	Elite Guard	Heavy infantry escorts with anti-armor weapons	Increased damage by drones	Regular
Defense 1	100,000 CR	Anti-Aircraft Suite	Combined gun/rocket system for air defense	Increased damage	Recruit
Defense 2	300,000 CR	Armor Plate	Defense against kinetic energy and blast munitions	Increased hit points	Recruit
Defense 3	900,000 CR	Shtora Jammer	Electro-optical countermeasures system	Increased shields	Regular
Defense 4	1,200,000 CR	Kontakt Armor	Increased protection against missile threats	Increased hit points	Hardened
Defense 5	1,500,000 CR	ARENA Active Defense	Active hardkill defensive system	Increased shields	Veteran
Defense 6	1,800,000 CR	Ceramic Armor	Composite plate ceramic titanium alloy armor	Increased hit points	Veteran
Mobility 1	100,000 CR	Power Unit	Engine upgrade for increased speed and performance	Increased movement speed	Recruit
Ability 1	100,000 CR	Stealth Detection	Ultra-wide band unit detection modeling system.	Defeats enemy stealth abilities within LOS	Recruit
Ability 2	300,000 CR	Vulture	Armed unmanned aerial vehicle	Upgrades UAV to perform attack missions	Hardened
Ability 3	900,000 CR	Trap Detection	Explosive device detection	Detects all enemy minefields within LOS	Veteran

KA-65 Howler—Gunship

// Effective Against: Tanks, artillery, riflemen in the open

// Vulnerable to: Combat transports, engineers in cover or garrisoned

The KA-65 Howler is referred to by some as "the flying tank." Thanks to its coaxial, counter-rotating, four-blade main rotors, it can generate more than enough power to stay aloft while also being heavily armed and armored. Its unique rotor system also ensures that it is a remarkably stable weapons platform and is very capable of flying through harsh weather conditions. The Howler can easily provide airborne troops support in nearly any situation.

Specifications

// Length: 13.2 m

// Width: 6.1 m

// Height: 5.4 m

// Weight: 11,000 kg

// Power Plant: 2x 2,500hp conventional turboshaft engines

// Primary Armament: 30mm cannon, 88mm rockets

// Special Features: NA

Tech Commentary

Robust, durable, tough—these are some of the words used by pilots to describe the KA-65 Howler. When it was decided that the Spetsnaz Guard Brigade needed a new attack helicopter, Russian research and development teams created what is basically a flying tank. The KA-65 is a true all-weather combat helicopter and seats a crew of two: one pilot, one gunner, sitting side by side.

If it weren't for all its armor and weaponry, the KA-65 would actually be fairly light and remarkably nimble, thanks to all the power that comes from its coaxial rotor system. The Howler can carry more weaponry than any other gunship in the world. Its 30mm cannon was originally developed for use on a ground-based infantry fighting vehicle, and it can carry plenty of 88mm folding-fin rockets and air-to-ground anti-tank missiles. Since Russia has plenty of oil for its own needs, the KA-65 is powered by fossil fuels.

The KA-65 is so well armored that even its cockpit glass can withstand 20mm rounds. Tail rotors were often the Achilles heel of gunships, and many guerilla groups learned to target them with RPGs and rocket fire. The Howler's coaxial rotor system negates the need for a tail rotor, thereby doing away with this weakness. In fact, there are really no known "soft" spots on the Howler, and no easy way to bring one down without the proper amount of firepower.

Upgrades

Upgrade	Cost	Name	Description	Effects	Rank Requirements
Attack 1	100,000 CR	Selectable Munitions	High-fragmentation, explosive incendiary rounds	Increased damage	Recruit
Attack 2	300,000 CR	30mm Gun	Quick-firing 30mm gun with unrestricted azimuth	Increased attack range	Regular
Attack 3	900,000 CR	Rocket Barrage	Volley of multiple 80mm unguided rockets	Special attack: Rocket barrage—increased damage, increased area of effect	Hardened
Attack 4	1,200,000 CR	Buratino	220mm fuel air explosive rocket	Increased damage for rocket barrage	Hardened
Attack 5	1,500,000 CR	Fragmentation Warhead	Focused blast fragmentation warhead	Increased damage	Veteran
Attack 6	1,800,000 CR	Gyro-Stabilizer	Stabilization in two axes for improved accuracy	Increased accuracy	Veteran
Attack 7	2,100,000 CR	Tandem Warhead	Tandem shaped-charge warhead to defeat reactive armor	Increased damage	Veteran
Defense 1	100,000 CR	Armored Cabin	Withstands impact by bullets and 20mm shells	Increased hit points	Recruit
Defense 2	300,000 CR	Electronic Warfare System	Automatic reaction to incoming projectiles	Increased hit points	Recruit
Defense 3	900,000 CR	Evasive Maneuvers	Enhanced pilot training in advanced maneuvers	Increased shields	Regular
Defense 4	1,200,000 CR	Titanium Armor	Titanium armor added to critical components	Increased hit points	Hardened
Mobility 1	100,000 CR	Power Unit	Engine upgrade for increased speed and performance	Increased movement speed	Recruit

KV-20 Zhukov—Artillery

// Effective Against: All ground units at long range

// Vulnerable to: All units at short range and gunships

Big, heavy, powerful, and intimidating, the KV-20 Zhukov is every bit as deadly as it looks. Its twin gun configuration is an incredible feat of modern engineering. Simply put, this self-propelled howitzer has double the firepower of JSF and EFEC systems. Its target acquisition systems may not be as accurate as others, but it makes up for this with its sheer volume of fire.

Specifications

// Length: 11.7 m

// Width: 3.5 m

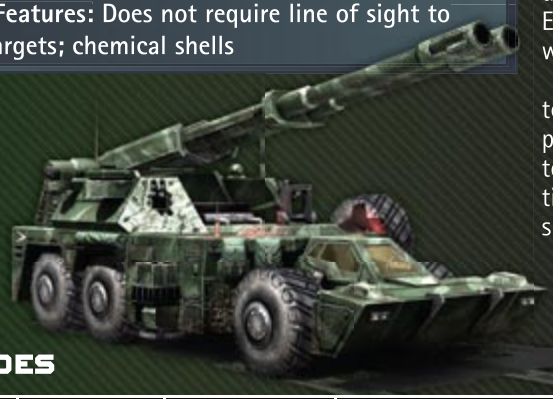
// Height: 4.0 m

// Weight: 36 tons

// Power Plant: 800hp diesel engine

// Primary Armament: Dual 152mm howitzers

// Special Features: Does not require line of sight to attack targets; chemical shells



Tech Commentary

Before he officially retired, one of the last actions of Russian president Vladimir Putin was to personally ensure that the KV-20 Zhukov was approved for military development. As a result, many Russian soldiers refer to the Zhukov as "Putin's Twins" due to its twin barrel setup.

The KV-20 Zhukov has its roots in a South African–designed self-propelled howitzer that first saw combat in 2001. When the Russians got their hands on the design they made the engine more powerful, added more armor, and doubled its firepower by adding a second gun. At 152mm, the howitzer used by the KV-20 is slightly smaller than those used by the EFEC and JSF; however, there are two of them side by side, which more than negates this minor difference.

Russia's Zhukov may not be the most accurate artillery system in use, but its rate of fire counteracts this deficiency. It is powered by a monstrous 800hp diesel engine, which enables it to carry the weight of its dual cannons and plenty of ammunition. The SGB is also known to load the KV-20 with chemical shells on occasion.

Upgrades

Upgrade	Cost	Name	Description	Effects	Rank Requirements
Attack 1	100,000 CR	Cannon Barrel	Upgraded 52 caliber barrel to increase range	Increased attack range	Recruit
Attack 2	300,000 CR	Chemical Shell	Fuel air warhead for increased splash damage	Special attack: Chemical shelling—increased damage, increased area of effect	Regular
Attack 3	900,000 CR	Bunker Buster Shell	Incendiary warhead for increased penetration	Increased damage	Hardened
Attack 4	1,200,000 CR	Armament Stabilizer	Platform stabilization for improved fire control	Increased attack range	Veteran
Attack 5	1,500,000 CR	D.U. Shells	High-speed munitions to pierce hardened defenses	Increased damage	Veteran
Defense 1	100,000 CR	Armor Plate	Defense against kinetic energy and blast munitions	Increased hit points	Recruit
Defense 2	300,000 CR	Infrared Jammer	Radar-based missile countermeasure system	Increased shields	Recruit
Defense 3	900,000 CR	Reactive Armor	Counterexplosive reactive armor	Increased hit points	Regular
Defense 4	1,200,000 CR	ARENA Active Defense	Active hardkill defensive system	Increased shields	Hardened
Defense 5	1,500,000 CR	Ceramic Armor	Composite plate ceramic titanium alloy armor	Increased hit points	Veteran
Mobility 1	100,000 CR	Power Unit	Engine upgrade for increased speed and performance	Increased movement speed	Recruit

T-100 Ogre–Tank

// Effective Against: Combat transports, artillery, riflemen, unprotected engineers

// Vulnerable to: Gunships, engineers in cover or garrisoned

The Ogre is a true beast on the battlefield. Its 125mm smoothbore gun is massive and powerful, and its armor is the toughest in the world. When the T-100 lumbers onto the battlefield it enjoys a level of dominance unheard of since the Tiger tanks of World War II. The T-100 can even be fitted with anti-aircraft guns, allowing it to engage nearly any kind of enemy unit it encounters.

Specifications

Length: 9.8 m

Width: 3.9 m

Height: 2.3 m

Weight: 60 tons

Power Plant: 1,275hp diesel engine

Primary Armament: 125mm smoothbore cannon

Special Features: Able to run over minor obstacles

Tech Commentary

If there's one thing the Russians have excelled at, it's making tough armored vehicles. In terms of raw firepower and armor, no other tank in the world matches the T-100. Its massive 125mm smoothbore gun is of a completely new design and dwarfs those of other tanks. The range and full capabilities of the Ogre's main gun are a tightly kept secret.

Standard T-100s are already incredibly lethal, but the SGB has continued to upgrade and modify these behemoths. One popular upgrade is to fit the Ogre with two 27mm anti-aircraft guns, one attached to each side of the turret. The Ogre can also be upgraded with a mine plow that enables it to carve channels through enemy minefields. This helps compensate for the lack of Russian smart mine technology.

The actual thickness and composition of the T-100's armor is also a well-kept secret, but it is known that the SGB employs a number of additional survivability features in the Ogre, such as next-generation explosive reactive armor. One of the reasons so little information is available on the Ogre is that the first T-100s rolled off the assembly lines in late 2018. This void of information has only led to widespread speculation and, very often, exaggeration of its abilities.

Upgrades

Upgrade	Cost	Name	Description	Effects	Rank Requirements
Attack 1	100,000 CR	Bunker Buster Shell	Explosive and incendiary munitions	Increased damage	Recruit
Attack 2	300,000 CR	Bumblebee	Turret-mounted chemical flamethrower	Special attack: Flame-thrower—increased damage	Regular
Attack 3	900,000 CR	Auto-Loader	Auto loader for main gun; increases rate of fire	Increased damage	Hardened
Attack 4	1,200,000 CR	High Velocity Cannon	125mm smoothbore cannon with thermal sleeve	Increased attack range	Hardened
Attack 5	1,500,000 CR	APFSDS	Armor-piercing fin-stabilized discarding sabot rounds	Increased damage	Veteran
Attack 6	1,800,000 CR	Platform Stabilizer	Armament stabilization in two planes	Increased accuracy	Veteran
Defense 1	100,000 CR	Kontakt Armor	Protection against kinetic energy and blast arms	Increased hit points	Recruit
Defense 2	300,000 CR	Shtora Jammer	Electro-optical countermeasures system	Increased shields	Regular
Defense 3	900,000 CR	Explosive Reactive Armor	Protection against missile and rocket threats	Increased hit points	Hardened
Defense 4	1,200,000 CR	ARENA Active Defense	Active hardkill defensive system	Increased shields	Veteran
Defense 5	1,500,000 CR	Ceramic Armor	Composite plate ceramic titanium alloy armor	Increased hit points	Veteran
Mobility 1	100,000 CR	Power Unit	Engine upgrade for increased speed and performance	Increased movement speed	Recruit

BTR-112 Cockroach—Combat Transport

// Effective Against: Gunships, drones, riflemen

// Vulnerable to: Tanks, artillery, engineers in cover or garrisoned

By 2020 many countries have built infantry fighting vehicles with anti-aircraft abilities. However, many of them are either better at being anti-aircraft platforms than transports, or better transports than anti-aircraft platforms. With the Cockroach, the Spetsnaz Guard Brigade has managed to create a nearly perfect balance.

Specifications

// Length: 11.5 m

// Width: 3.5 m

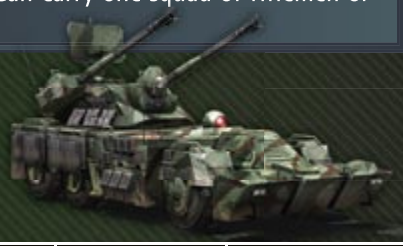
// Height: 4.0 m

// Weight: 20 tons

// Power Plant: 800hp diesel engine

// Primary Armament: 57mm autocannon

// Special Features: Can carry one squad of riflemen or engineers



Tech Commentary

The dual 57mm autocannons used by the BTR-112 Cockroach are nothing new; 57mm guns have been used for anti-aircraft purposes as far back as the 1950s. Previous vehicles equipped with these cannons were found to be unsatisfactory for anti-aircraft artillery (AAA) applications because of their slow rate of fire and poor fire control systems.

This is not the case for the BTR-112. Its modernized 57mm autocannons are married to a state-of-the-art fire control computer and are deadly accurate against low-flying airborne threats. Also, 88mm rocket launchers can be attached to the BTR-112 for added firepower. These are the same rockets that the Ka-65 Howler gunship uses.

Despite its large guns and vast collection of onboard electronics, the BTR-112 can still comfortably carry a full squad of SGB Bears or Wolves. Its size and weight make the Cockroach a bit slower, but its heavy armor makes it remarkably tough. The BTR-112 is built on the same platform as the KV-20 and is roughly the same size. Its power plant is also the same as its artillery-focused counterpart.

Upgrades

Upgrade	Cost	Name	Description	Effects	Rank Requirements
Attack 1	100,000 CR	HE FRAG	100mm high-explosive fragmentation rounds	Increased damage	Recruit
Attack 2	300,000 CR	Gunner's Sight	Thermal imager and laser infrared illuminator	Increased attack range	Regular
Attack 3	900,000 CR	ATGM System	Laser beam-riding missile and container	Special attack: Missile volley—increased damage, increased area of effect	Hardened
Attack 4	1,200,000 CR	Target Acquisition Radar	Short-range air defense radar	Increased accuracy	Veteran
Attack 5	1,500,000 CR	Fuel Air Shell	Cloud of fuel ignited by an embedded detonator	Increased damage	Veteran
Attack 6	1,800,000 CR	Rocket Barrage	Volley of multiple 80mm unguided rockets	Special attack: Rocket barrage—increased damage, increased area of effect	Veteran
Attack 7	2,100,000 CR	Turret Stabilizer System	Ballistic computer and armament stabilizer	Increased accuracy	Veteran
Defense 1	100,000 CR	Armor Plate	Defense against kinetic energy and blast munitions	Increased hit points	Recruit
Defense 2	300,000 CR	ARENA Active Defense	Active hardkill defensive system	Increased shields	Regular
Defense 3	900,000 CR	Kontakt Armor	Counterexplosive reactive armor	Increased hit points	Hardened
Defense 4	1,200,000 CR	Shtora Jammer	Electro-optical countermeasures system	Increased shields	Veteran
Mobility 1	100,000 CR	Power Unit	Engine upgrade for increased speed and performance	Increased movement speed	Recruit
Ability 1	100,000 CR	Firing Ports	Weapon ports for infantry firing vehicle	Increased rate of fire when loaded with infantry	Hardened

Bears—Engineers

// Effective Against: All armored and air units when in cover or garrisoned

// Vulnerable to: Riflemen, all units when not in cover or garrisoned

Their weaponry and equipment may be a bit older, but Spetsnaz Guard Brigade Bears don't let this hinder them. Bears are every bit as experienced as their riflemen brothers in arms. SGB engineers are quick to adapt to any situation, and while it's not wise to deploy them against riflemen, they can do well against gunships and armored vehicles when behind sufficient cover or properly garrisoned.

Specifications

// Length: NA

// Width: NA

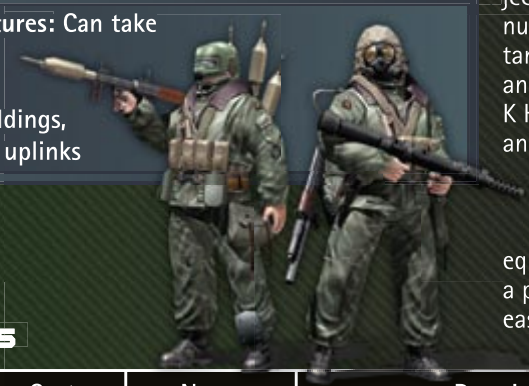
// Height: NA

// Weight: NA

// Power Plant: NA

// Primary Armament: Mini-Kornet-K missile launcher, PP3000 submachine gun

// Special Features: Can take advantage of cover, garrison buildings, and capture uplinks



Tech Commentary

If you compare the Spetsnaz Guard Brigade Bears to engineers from the Joint Strike Force or the European Enforcer Corps, you may think that they are not as well-equipped or effective, but looks can be deceiving. All the equipment used by the Bears is battle-proven. It may not look pretty, but it gets the job done. The same can be said for the Bears themselves. Their uniform requirements are not as strict and they often customize their own gear.

SGB Bears have an assortment of explosive and support weapons in their arsenal. One especially terrifying weapon deployed by these units is the RP-Z3, a rocket-propelled projectile launcher that is loaded with a warhead that contains numerous incendiary pellets. The SGB can also deploy anti-tank hand grenades and poison gas for clearing buildings. For anti-armor use, the unit uses shoulder-launched Mini-Kornet-K HEAT missiles. These units can even deploy the AHM-500, an anti-helicopter land mine. This system can fill the sky with nearly 30 kilograms of explosive bomblets when its sensors detect an enemy unit flying overhead.

Even with all this firepower, Bears are still not properly equipped to deal with infantry threats. They are equipped with a personal PP3000 submachine gun for defense but will be easily outgunned by the assault rifles of riflemen units.

Upgrades

Upgrade	Cost	Name	Description	Effects	Rank Requirements
Attack 1	100,000 CR	Fragmentation RPG	2kg fragmentation warhead with increased kill radius	Increased damage	Recruit
Attack 2	300,000 CR	Range Finder	Laser range finder for increased accuracy	Increased attack range	Regular
Attack 3	900,000 CR	Anti-tank Grenades	Handheld shaped charge to defeat enemy armor	Special attack: Grenade attack—increased damage	Hardened
Attack 4	1,200,000 CR	Flamethrower	Incendiary weapon system	Special attack: Flame-thrower—increased damage	Hardened
Defense 1	100,000 CR	Field Combat Training	Enhanced survivability field training	Increased hit points	Recruit
Defense 2	300,000 CR	Heavy Body Armor	Increased protection against enemy munitions	Increased hit points	Regular
Ability 1	100,000 CR	Sentry	Deploy guard units to defend secured positions	Deploys drones to guard a captured uplink	Recruit
Ability 2	300,000 CR	Anti-Tank Mines	Charged munitions for destroying enemy armor	Enables planting minefields	Regular
Ability 3	900,000 CR	Anti-Helo Mines	Rocket-propelled penetrator mine, detonates at gunship altitude	Upgrades minefields to be effective vs. ground and air units	Regular
Ability 4	1,200,000 CR	Trap Scanner	Explosive device detection and neutralization	Enemy minefields within LOS can be detected and defused	Hardened
Ability 5	1,500,000 CR	Combat Support	Operational assistance to friendly forces	Restores shields of an allied unit	Veteran

Wolves—Riflemen

// **Effective Against:** Engineers, drones

// **Vulnerable to:** Tanks, gunships, combat transports

Without doubt, the Russian Spetsnaz Guard Brigade Wolves believe it is better to be feared than to be loved. They are known for their toughness, brutality, and ruthlessness in combat. This has led to many critics, who say that the Wolves are little more than sociopaths and thugs who enjoy killing. However, this criticism is both unfair and untrue. The men and women who make up this group have just seen so much conflict and war that what is considered inhuman to others no longer fazes them. Also, considering them just "thugs" would be a fatal mistake as they are among the most skilled and experienced soldiers in the world.

Specifications

// **Length:** NA

// **Width:** NA

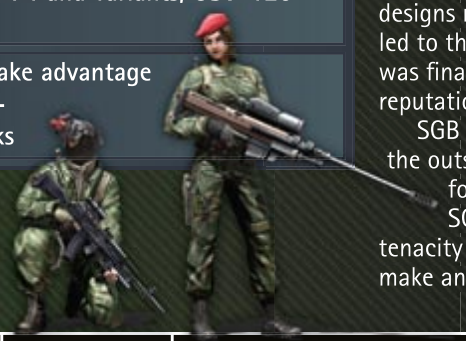
// **Height:** NA

// **Weight:** NA

// **Power Plant:** NA

// **Primary Armament:** AK-74 and variants, OSV-120 12.7mm sniper rifle

// **Special Features:** Can take advantage of cover, garrison buildings, and capture uplinks



Tech Commentary

Russia decided to stay with what works. The AK-74 and its variants are still in use in 2020, despite being a design that was created in 1974. A number of improvements have been made upon its 5.45mm ammunition, but the rifle itself is essentially unchanged. The only difference is that now an array of attachments are easily installed on the weapon and the muzzle brake has been improved.

Snipers in the Wolves are armed with the OSV-120 sniper rifle. This is the newest and most advanced rifle in the SGB arsenal. When weapons were evaluated for SGB use, no existing designs met its requirements for a high-caliber sniper rifle. This led to the development of the OSV-120 in 2009. The design was finalized in 2016. Since then the weapon has gained a reputation for reliability and accuracy.

SGB armor is worn on the inside of the uniform rather than the outside. The armor itself is heavy and can be both uncomfortable and difficult to move around in. It also gives SGB soldiers a large, bulky look. This, combined with the tenacity and determination of your average Wolves soldier, can make an SGB charge a very fearsome sight.

Upgrades

Upgrade	Cost	Name	Description	Effects	Rank Requirements
Attack 1	100,000 CR	Grenade Launcher	40mm grenade launcher mounted on the assault rifle	Increased damage at close range	Regular
Attack 2	300,000 CR	Marksman	Specialized marksman providing long range fire	Special attack: Increased damage vs. infantry	Hardened
Defense 1	100,000 CR	Special Forces	Tough physical, mental, and psychological training	Increased hit points	Recruit
Defense 2	300,000 CR	Body Armor	Tactical body armor	Increased hit points	Regular
Defense 3	900,000 CR	Ballistic Armor	Protection against fragmentation and small arms	Increased hit points	Hardened
Ability 1	100,000 CR	Fractured Camo	Fractured disruptive camouflage	Enables stealth	Recruit
Ability 2	300,000 CR	Deep Strike	Upgraded Mi-55 Locust allowing deployment behind enemy lines	Allows riflemen to deploy anywhere on the battlefield	Recruit
Ability 3	900,000 CR	Alpha CQB	Alpha close-quarters battle training for urban combat	Increases damage vs. garrisoned infantry	Regular
Ability 4	1,200,000 CR	Target Designator	Laser targeting for artillery support	Can direct artillery's chemical on enemy targets	Hardened
Ability 5	1,500,000 CR	Stealth Detection	Thermal infantry detection systems	Defeats enemy stealth abilities within LOS	Hardened
Ability 6	1,800,000 CR	Stealth and Trap Detection	Observation training for hidden threats	Enemy minefields within LOS can be detected	Veteran

Mi-55 Locust—Support Helicopter

// Effective Against: None

// Vulnerable to: All except riflemen

This hefty transport helicopter is an updated version of a Russian chopper first deployed in the late 1970s. It has been modified and enhanced regularly with improved power plants to support its surprisingly heavy construction and armor plating. The Locust can hold a squad of Bears or Wolves.

Mi-80 Tarantula—Transport Helicopter

// Effective Against: None

// Vulnerable to: All except riflemen

The Tarantula is the largest single-rotor military helicopter in use in the year 2020. Based on a design that first appeared in the early 1980s, this new version can carry more than double the weight of its predecessor and is used by the SGB to deliver heavy equipment and armor to hot zones over short distances.

Su-38 Slamhound—Fighter

// Effective Against: All units

// Vulnerable to: None

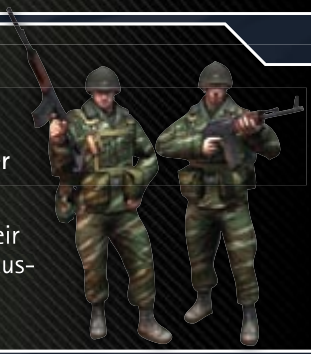
This single-seat multi-role fighter is kitted out to perform ground attack and troop support missions. It has reinforced cockpit armor and numerous hardpoints for munitions. Its forward-swept wing design and vectored thrust abilities allow it to be maneuverable at low speeds and high angles of attack.

Ru-20 Bodyguard—Drone

// Effective Against: Gunships

// Vulnerable to: Riflemen, combat transports, tanks, engineers in cover

Instead of deploying sentry drones, the SGB uses Ru-20 "Bodyguard" platoons for menial guard duties. Bodyguard units are not as well armed as their Spetsnaz counterparts but do receive slightly more training than a typical Russian army soldier.



TU-3 Vulture—UAV

// Effective Against: Stealth

// Vulnerable to: All units except artillery

Though technologically crude next to its US and European counterparts, this armed UAV is extremely durable and capable of bringing a surprising amount of firepower to bear, especially if used in massed attacks. Designed for short-range work, it is often deployed by MAZ-660 King Spider command support vehicles.

Mission Supports

These supports can be purchased at the barracks during the World War III and Theatre of War campaigns. You must upgrade uplinks to use them. While air support and force recon also require nearby bases, electronic warfare can be used anywhere.

Upgrade	Cost	Name	Description	Effects	Rank Requirements
Air Strike 2	900,000 CR	Air to Surface Missile	Precision laser-guided missile strike	Increased damage, increased area of effect	2 upgraded uplinks
Air Strike 3	2,400,000 CR	Laser Guided Fuel Air Bomb	Precision guided munitions strike	Increased damage, increased area of effect	3 upgraded uplinks
Electronic Warfare 1	450,000 CR	Small Electro-magnetic Pulse	Short-duration electronic attack	Disrupts enemy shields, immobilizes enemy vehicles	None
Electronic Warfare 2	1,250,000 CR	Medium Electro-magnetic Pulse	Active electronic attack with jamming and EMP	Increased duration, increased area of effect	2 upgraded uplinks
Electronic Warfare 3	2,900,000 CR	Large Electro-magnetic Pulse	Long-duration electromagnetic pulse weapon	Increased duration, increased area of effect	3 upgraded uplinks
Force Recon 1	100,000 CR	Regular Army Platoon	Regular army force deployed to guard a position	1 infantry unit and 1 FAV unit deployed	None
Force Recon 2	1,000,000 CR	Regular Army Company	Regular army force deployed to guard a position	1 infantry unit, 1 FAV unit, and 2 tanks deployed	None
Force Recon 3	2,500,000 CR	Regular Army Task Force	Regular army force deployed to guard a position	2 infantry units, 2 FAV units, and 2 tanks deployed	None
Forward CMD	100,000 CR	Forward Command	LZ coordinates updated to any owned uplink	Set a captured uplink as deployment zone	None

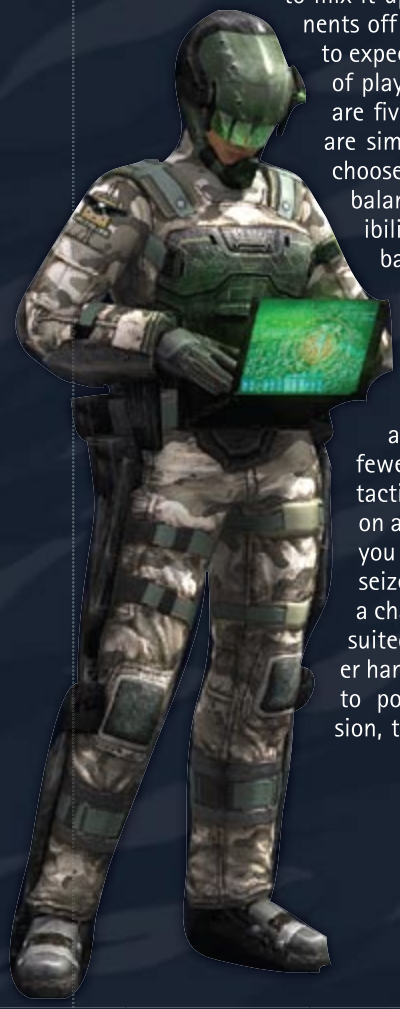
ADVANCED STRATEGY AND TACTICS

The Commander

The first two chapters covered the basics of how to play the game and the specific details for each of the units under your command as well as those against which you will be fighting. However, as a battalion commander, it is important that you know how to apply that information in order to emerge victorious. Before you rush into battle, it is always a good idea to have some basic strategies at your fingertips. In fact, by the time a battle begins, you need to know what your opening moves will be as well as some options for follow-up moves. Since you don't know what your opponent will do, you have to remain flexible to respond to the unexpected.

Style of Play

The strategies you choose depend on your style of play. The key is to mix it up occasionally to keep your opponents off balance so they never know what to expect from you. Part of forming a style of play is choosing your battalion. There are five main types of battalions, which are similar no matter which faction you choose. Assault battalions are the most balanced and offer you the most flexibility for combat strategies. Airborne battalions are heavy on gunships and riflemen, while light on tanks and artillery. Mechanized battalions are heavy on engineers and transports at the cost of gunships and artillery. Armored battalions are heavy on tanks and artillery with fewer riflemen and gunships. Finally, tactical or signal battalions are heavy on artillery while light on transports. If you like to rush onto the battlefield to seize objectives before the enemy has a chance, the airborne battalion is best suited for your style of play. On the other hand, if you want the heavy firepower to pound your enemies into submission, then go for the armored battalion.



General Strategies and Tactics

Objectives

There are four types of missions—siege, raid, conquest, and assault. Each type has a set of objectives that must be achieved to claim victory. Your strategy must revolve around your objectives. These can vary from capturing uplinks to destroying the enemy. The key to a successful battle is to focus on the objectives and make sure your actions all work to achieve those objectives. For all mission types, you can win by destroying all enemy units. Therefore, while your opponent may be rushing to capture uplinks, you can focus on just killing the enemy. While both players are going after different objectives, both can still win the battle.

Mission Type	Objective
Assault	Eliminate all hostile forces from the battlefield
Conquest	Secure over half of the uplinks on the battlefield
Raid	Attack must destroy over half of the Critical Structures within 15 minutes. Defender must protect those Structures.
Siege	Attacker must capture Critical Uplink. Defender must prevent this from happing.

NOTE

In all mission types, you can also win by eliminating all hostile forces from the battlefield

Uplinks

No matter what your strategy, uplinks are a crucial part. Even if uplinks are not an objective, it is vital to secure them. When an uplink is secured, you are rewarded with a one-time bonus of command points as well as access to mission supports after it is upgraded. The more uplinks you have under your control the more powerful or diverse your mission supports. The faster you secure uplinks to earn command points, the quicker you can bring in reinforcements or call in supports. In addition, every uplink you secure deprives the enemy of their benefits. Therefore, always make securing uplinks an important part of your strategy.

TIP

Secure Uplinks Faster
Use riflemen to secure distant uplinks; they move and secure faster.

Deployment

At the start of a mission, you choose your initial selection of units. Since bringing in more depends on command points, be sure to have at least one infantry unit (either riflemen or engineers) in your starting force so you can send it after an uplink as soon as possible. Other good units for your opening lineup are gunships for scouting ahead and transports for moving infantry quickly across the map and for defending against enemy gunships, which can often be the first opposition you face since they can quickly traverse the battlefield. Follow-up units will depend on your strategy for the battle.

The command vehicle is a good unit to bring in early during a battle. Though it lacks the firepower of other units, it can detect enemy units and it allows you to use the SITREP (situation report), which makes it easier to give orders to the units under your command. Just be sure to keep your command vehicle back away from the fighting so it stays safe. The command vehicle can also deploy UAVs (unmanned aerial vehicles) and drones to any location on the battlefield.

Supports

Supports act as a force multiplier on the battlefield. You gain supports by securing and then upgrading uplinks. Each support has three levels, so the more uplinks upgraded for a particular support, the more powerful it will be. Air support is like a powerful artillery attack anywhere on the map. Within a few seconds of calling it in, the aircraft will be putting ordnance on target. If you are playing a raid mission, where you don't have artillery available, use this flying artillery for heavy firepower. Force recon lets you call in regular army units. Use this support to defend uplinks you have already captured, or even to attack enemy units anywhere on the map. Once you've ordered them to move to a position or attack enemies at an area, you have no further control over the units. Instead, they will remain at their assigned position and fight as enemies come within range. The final support, electronic warfare, lets you call in an electromagnetic strike, which temporarily disables enemy vehicles, including gunships. Furthermore, it deactivates their shields, making them vulnerable to attack for a limited time.

TIP

One-Two Punch
Electronic warfare immobilizes hostile vehicles and reduces their shields. This sets them up perfectly for an air strike or WMD (weapon of mass destruction).

Reconnaissance

It is important to know not only what units the enemy is fielding against you, but also where they are located. The command vehicle can detect enemy units in a large area around it. However, since it is slow and vulnerable, you usually want to keep it back. Instead, send out other vehicles to recon the battlefield. Within the Theatre of War multiplayer campaign, you can upgrade your command vehicle to launch UAVs. These you can quickly send around the map as your eyes in the sky. Gunships are also good for recon. The altitude at which they fly gives you a better view of the battlefield. In addition, they are fast so you can quickly move in to detect enemy units and then rush back to safety if necessary. Riflemen can also be good for recon if used correctly. Upgrades such as stealth allow them to move across the battlefield undetected. Put them in a building and they can keep an eye on enemy movements in their area. Tall buildings are especially good for this. Use the zoom view to look for distant enemies, and then call in air strikes or artillery on them.

TIP

If your units come under attack from enemy artillery, look into the sky and follow the incoming rounds back to their source. Then send gunships to attack the artillery, or call in some support to take out those enemy units.

WMDs

Once one side is close to winning a battle, the losing side gains access to its faction's WMD as well as the ability to crash an uplink. This gives the side a last chance to win the battle. Crashing an uplink takes that uplink out for the rest of the battle. If the winning side has the majority of uplinks in a conquest mission, that could stop the victory timer and give the losing side a chance to turn the tables. When crashing an uplink choose the one with the most powerful support—to prevent your enemy from using it against you or at least cutting its effectiveness if they have more than one uplink with that upgrade. As for the WMD, use it with caution. As soon as you use it, the winning side gains access to its WMD. Select a target with a large concentration of enemy units—preferably near an uplink. While the WMD won't destroy the uplink, it will destroy its ability to provide support. Also, before launching a WMD, make sure your units are ready to take advantage of it. For example, if you are clearing out an uplink, get units in position to roll in and secure it right after the strike.

The Balanced Strategy

This strategy really focuses on the rock-paper-scissors of using units' strengths against enemy weaknesses. While assault battalions are best at this, the strategy can be used by any of the battalion types. This strategy also works great for both assault and conquest mission types. Since it is a bit slower and safer than some of the other strategies, the balanced strategy is great for new commanders. It focuses on both capturing uplinks and killing enemies. The deployment should consist of infantry, transport, tank, and gunship units. With this combination, you can capture an uplink and also have appropriate units for dealing with any type of enemy that comes your way. Bring in a command vehicle when you can to help with detection and for the use of its UAVs and drones.

The balanced strategy keeps the main force of units together as they secure one uplink after another. By concentrating most of the units in one force, this strategy gives you an advantage as you engage enemy units piecemeal.

Once your battalion is on the battlefield, send your infantry to the closest uplink to secure it. If you already control a nearby uplink, then upgrade it. Air support is usually a good upgrade to begin with since it gives you access to some heavy firepower. Send your other units along with your infantry for support. If the uplink is at a distance from your deployment location, be sure to order your troops to board the transports, and then use the transport's special move out ability to get to the uplink quickly. After taking care of the uplink, go after another, sending your entire force to do the job. Bring in an engineer and have it deploy drones to secure the uplink to protect it from enemy takeover.

As enemy units appear, order those of your units that are best suited for it to attack them. Bring in reinforcements to help your force, such as artillery to provide some additional firepower. Then keep bringing in other units so you have about the same amount of each. The key to the balanced strategy is to not divide your force, so that it remains concentrated to deal with whatever the enemy sends after you piecemeal. By the time the enemy can mount a major attack against your units, you will be stronger and have air support you can call in to hit them ahead of attacks by your selected units. As you progress across the battlefield, you will either capture a majority of the uplinks to win the mission or destroy all enemy units, since the balanced strategy lets you go after more than one victory condition at a time.

The Hunter Strategy

This strategy is primarily what you would use for an assault mission. However, it can be used equally effectively for a conquest mission as well. The goal of the hunter strategy is to destroy the enemy force. Wipe them out, and no other victory conditions matter. As with other strategies, it is still important to capture uplinks so you can upgrade them and gain access to supports. However, use only one or two infantry units to go after uplinks close to your starting position. The bulk of your force should consist of tanks, gunships, transports, and artillery.

The hunter strategy focuses on destroying enemy units. Secure uplinks and upgrade for supports as you advance towards the enemy deployment zone, where you can then destroy hostile reinforcements as soon as they arrive on the battlefield.

Keep your units near one another for mutual support, but not close enough so a single air strike will damage them all. Use your gunships to move forward to located enemy units, and then send the appropriate unit to destroy them. Air strikes are a good support to use with this strategy since they are great for causing damage to enemy units. When confronting enemy infantry, pull your units back and use artillery to take them out—especially if they are behind cover or garrisoned in a building. Enemy engineers can chew up your vehicles and are tough to kill when they are protected. Riflemen can also damage your units, so hit them hard while they are moving out in the open and then back off once they are garrisoned.

In addition to looking for enemy units, push towards the enemy's deployment area. This is usually at the opposite end of the map. However, the enemy may be able to relocate their deployment to one of the uplinks they control. Once you get to their deployment area, camp around it. As soon as the transport aircraft begins unloading, you can see what the enemy unit is and get your appropriate response moving and ready to attack. If you have electronic warfare support, you can even call in this strike as the last vehicle is unloading so you can knock out their shields and disable them before they can even get off a shot, giving your units a perfect chance to get in some damage.

TIP

When covering an enemy deployment area, you can order your artillery to attack the spot where enemy units are unloading. Just place the targeting cursor over the location and press the attack button twice to force an attack. Although you can't damage units while they are unloading, this tactic will have artillery rounds exploding on the enemy units just as they can receive damage.

The Blitz Strategy

The blitz strategy is great for conquest battles. Blitz focuses on capturing uplinks as quickly as possible. This can quickly help you achieve your victory conditions for some battle types. However, the influx of command points you receive as you secure each uplink can give you an advantage in bringing in reinforcements faster than your opponent, in addition to spending those command points on support.

The blitz strategy sends out infantry to grab central uplinks quickly to create a front as well as uplinks near your deployment zone. This not only gives you an early bonus of command points, but also gets you close to securing a majority of uplinks while the enemy is still getting started.

Since uplinks are the focus of the blitz, you need infantry units. For your initial deployment, select a balance of riflemen and engineers. Take along at least one unit of transports. Not only will the transports allow you to quickly move one of your infantry units, but also they give you some protection against enemy gunships, which are often the first hostiles you encounter during a battle.

Most maps feature uplinks in the center of the map as well as near the opposing deployment areas. Rather than quickly securing the closest uplinks, send an engineer unit in the transports to a central uplink. Order your riflemen squads to rush forward on foot to get the other central uplinks. The riflemen can move faster on foot and secure uplinks faster. However, your engineers can upgrade uplinks faster and are better at defending against vehicles. Your initial goal is not only to grab the central uplinks first, but also to deny them to your enemy. Then bring in another infantry squad or two as reinforcements with the command points you earn for securing uplinks to take control of those closer to your deployment zone. Be sure to bring in some artillery as a reinforcement to provide some heavy firepower for your infantry up front.

The downside to the blitz strategy is that most of your units are infantry and very vulnerable to enemy units unless they are garrisoned in buildings or behind cover. Therefore, once you have secured the central uplinks, get your forward infantry units to defend against enemy advances. Your engineers can plant mines at road intersections to slow down enemy ground vehicles or bring in drones to help defend uplinks. Riflemen should move into tall buildings, from where they can cover uplinks against enemy infantry and act as forward spotters for artillery attacks or support such as air strikes.

Once you have a majority of the uplinks in a conquest battle, you force the enemy to go on the offense since they must capture uplinks to take away your majority. The enemy also gains access to WMDs, so be ready to have one of your uplinks crashed and a lot of damage inflicted. Spread out your units and get ready to capture another uplink if needed to regain your majority hold.

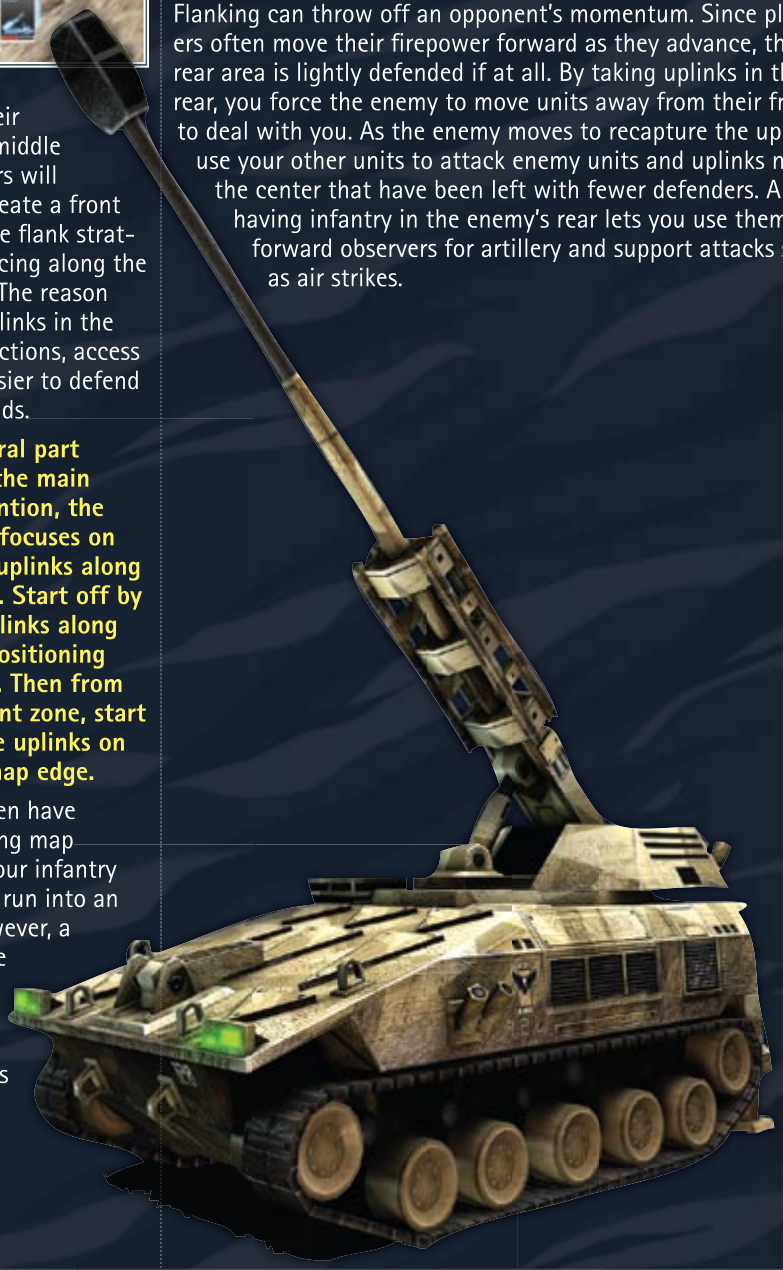
The Flank

Usually when you are advancing your units across a map, they will travel the shortest distance to their destination, which often takes them through the middle of the map. During conquest missions, most players will capture uplinks across the center of the map to create a front line between them and their opponent's forces. The flank strategy avoids the center and instead has units advancing along the map edges and capturing uplinks off to the sides. The reason is that map edges provide some security. While uplinks in the middle can be attacked from several different directions, access to side uplinks can be more restricted and thus easier to defend by your troops or even through the use of minefields.

Since the central part of the map is the main place of contention, the flank strategy focuses on capturing the uplinks along the map edges. Start off by securing all uplinks along one side and positioning some defenses. Then from your deployment zone, start going after the uplinks on the opposite map edge.

Infantry units are great for flanking. If your riflemen have stealth technology, they can move undetected along map edges. Use gunships flying overhead and behind your infantry to detect enemy units so your infantry units don't run into an ambush. Grab uplinks on the way if you wish. However, a great strategy is to keep pushing on to capture the uplinks closest to the enemy's deployment area and behind their lines. Make sure you have at least two infantry units to do this—preferably riflemen to quickly secure the uplink and engineers garrisoned in a nearby building to provide covering fire. Then defend the uplink with drones or by placing minefields around it.

Flanking can throw off an opponent's momentum. Since players often move their firepower forward as they advance, their rear area is lightly defended if at all. By taking uplinks in their rear, you force the enemy to move units away from their front to deal with you. As the enemy moves to recapture the uplink, use your other units to attack enemy units and uplinks near the center that have been left with fewer defenders. Also, having infantry in the enemy's rear lets you use them as forward observers for artillery and support attacks such as air strikes.



Offensive Strategies

Raid and siege missions require special strategies that apply to the attack or defender since each as different objectives. The attacker in these types of missions must capture or destroy specific objectives while the defender must prevent this from happening. This section focuses on the attacker while the next section covers these types of missions for the defender. The key to these types of missions as the attack is firepower and speed. Both raid and siege missions have time limits. During raids, if you don't destroy over half of the critical structures by the time limit, you lose. For sieges, once the timer reaches zero, the attacker does not lose, but the defender gains access to reinforcements, supports, and also receives a lot of allied units to help defend.

Concentrate your tanks when attacking critical structures to maximize your firepower.

For a raid mission, it is best to take along mostly tanks. You need an infantry unit to secure uplinks so you can get air support as well as transports for dealing with enemy gunships. However, your main destructive power against structures is your tank's cannons. Right at the start of a raid mission, create a group with all of your tanks and send them towards the closest critical structure. Pick a standard or large structure—never a fortified structure since they take a while to destroy. Keeping your tanks grouped together lets you concentrate a lot of firepower at single target and destroy it much quicker. When the enemy send units to attack, order all of your tanks to attack the unit, destroy it, then return to attack the structure. Once you have air strikes, use them to either help you destroy a structure or against hostile units. The higher the air strike level, the more damage you can cause. Level 3 air strikes can take out smaller structures. Also, look for fuel tanks as critical structures. For those, even a level 1 air strike will take them out with a single hit. Be sure to bring along transports to help defend your tanks against gunships.

NOTE

During raid missions, neither side can deploy artillery and there is never a DEFCON phase.

Sieges are a bit different. The enemy knows which objective you must capture and has a lot of defenses ready for you. At the start, you want three units of gunships, a couple transport platoons, two squads of riflemen, and tanks. You will usually get some reinforcements quickly, so bring in artillery and tanks. Get your riflemen to nearby uplinks right at the start. Send them in transports if it is at a distance from your deployment zone. Then group your gunships together and send them towards the critical uplink. Their job is to locate and destroy the defending artillery. You may lose all of your gunships, but if you can wipe out their artillery—of which there can only be two platoons, it is worth the cost. Next send in your tanks to clear a path through the sentry drones and other defenders with artillery bombarding infantry in cover or garrisoned in buildings. Most sieges have barricades blocking access to vehicles. Use tanks and artillery to destroy these obstructions so you can get in closer with your vehicles. Once your infantry have secured their uplinks, upgrade them for air support. Use air strikes to help clear out the area around the critical uplink. Then load up your infantry into transports and send them to secure the uplink. It is important to get it before the defender gets reinforcements since it will be tough to complete this objective against a stronger defender.

Defending artillery is a major threat to your siege attack. Send in gunships to destroy it right at the start.

Defensive Strategies

During raid and siege missions, one side is the defender and must protect buildings or a key uplink. The key to defending is to determine what you must defend. In siege missions, that is easy since it is a single uplink. However, in raid missions, the attacker must destroy over half of the designated structures. Therefore, the defender does not have to defend them all—just enough to prevent the attacker from winning.

NOTE

During sieges, the defender can't deploy reinforcements or even use supports until the countdown reaches zero—so conserve your units as much as possible.

When playing defensively, quickly secure those uplinks near your critical uplink or buildings, then set up defenses on the roads or bridges leading to these structures. Engineers can be great for this strategy since they can deploy sentries at uplinks, place minefields, and take on any vehicles when garrisoned in buildings.

The defender's dilemma is where to set up defenses and what units to use. It is a good idea to defend away from your objectives, while not being too far to avoid the enemy bypassing your defenses with a flanking movement. Engineers and riflemen are great for defending. Garrison them in tall buildings near the objectives or along the routes the enemy must take. Engineers can place minefields along roads or at key intersections and cause a lot of damage to enemy vehicles. Riflemen are great for engaging enemy infantry as they try to capture uplinks. Make use of infantry during raid battles since there are no artillery units and garrisoned infantry are tough to kill without bombardment.

In addition to setting up defensive positions, use your infantry units to upgrade your uplinks so you can use supports. Defenders can't use supports until the timer for reinforcements reaches zero; however, if you have your uplinks ready, you can begin calling in support right along with reinforcements. Transports are also useful for shooting down enemy gunships and getting infantry across the battlefield to where they are needed. For example, use transports to ferry around a unit of engineers to place minefields and set up drones around uplinks.

If you can spare a unit of riflemen, send them into the enemy's rear area to capture uplinks. This provides command points for you to use and hurts the enemy's ability to use support. Furthermore, the attacker will have to send units back to recapture these uplinks instead of going after the objectives. If an attacker is relying on air strikes to destroy structures during a raid battle, taking away air support uplinks can really hurt the attackers and possibly cost them the battle. Finally, as the defender, if the enemy sends in units piecemeal, destroy them with appropriate units. You can win a defensive battle by eliminating all enemy units as well as by just holding on to your objectives.

OLD PAINLESS

PRELUDE TO WAR CAMPAIGN

On the Battlefield Training

The best place to begin playing in *Tom Clancy's EndWar* is the single-player Prelude to War campaign. These missions act as combat tutorials, teaching you step by step how to command an elite military battalion in the 21st century. By the time you complete Prelude to War, you are ready to take on the single-player World War III campaign or the online Theatre of War persistent campaign.

Voice Command

Before you begin the actual campaign, you have the opportunity to use the Voice Command Trainer to learn how to use the OVERLORD Battle Command Interface. Use this trainer to learn about giving verbal orders to your units as well as to initialize your voice to the command system. Follow the on-screen directions for positioning your headset microphone. Then hold down the voice command button and say the on-screen prompts. Once you have given the command, release the voice command button. The volume display on the right side shows how well your voice is being received. Try to keep the volume in the optimal range—neither too loud nor too soft.

Giving commands is quite easy. Each order consists of three main parts. The first is "who." This is a unit, group, or a support. The next part of an order is the "what." These are actions the recipient of the order can perform. These vary depending on the unit receiving the order. The final part of an order is the "where." This can refer to another unit—hostile or friendly—or to a location on the battlefield. See the "Basic Training" chapter for more information giving orders.

NOTE

Be sure to complete the Voice Command Trainer so that you receive the Communication Officer Achievement or Trophy.

Warning Signs

Mission: Battle of Istra

// Type: Assault

// Attacker: Terrorists

// Defender: Europe

Orders

// Objective: Eliminate all hostile forces

// Available Supports: None

// Enemy Battalion: Forces unknown

Initial Force Deployment

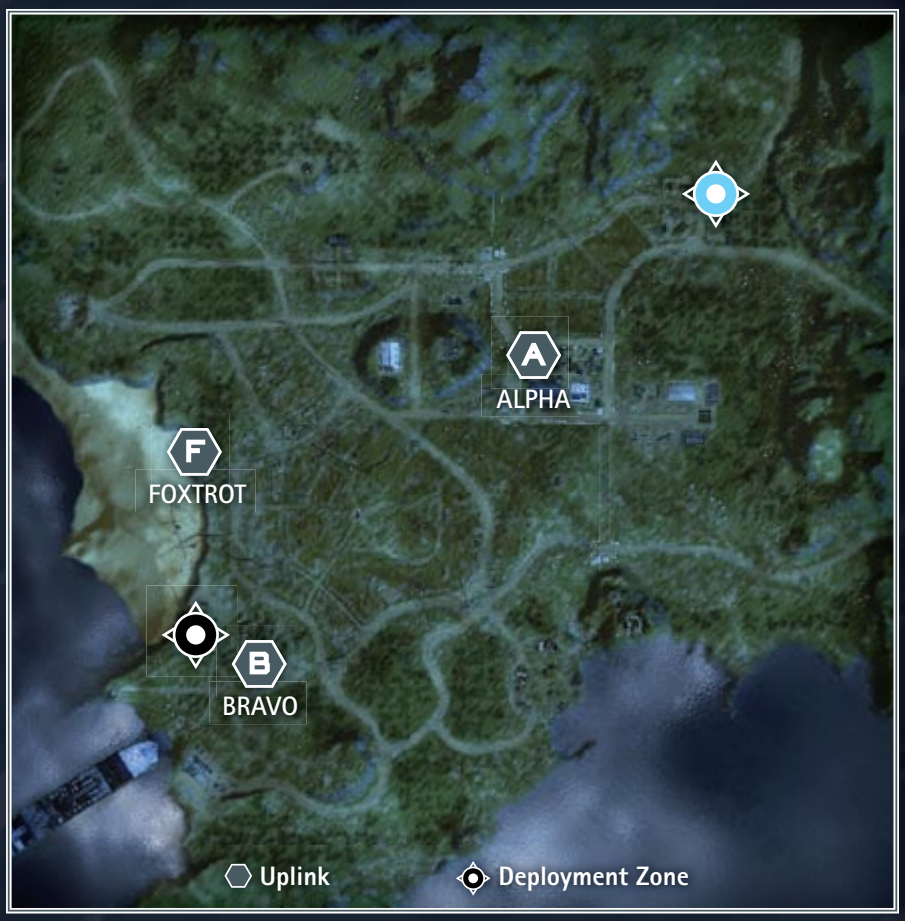
// Gunships: 1

The First Command

Your view of the battlefield is from your gunships.

For your first mission, you are a commander of the European Enforcer Corps and have been assigned one unit of gunships. Terrorist forces have landed tank units on the coast, and your objective is to wipe them all out. There are several friendly infantry platoons defending the base around Uplink Alpha. Your gunships have the firepower necessary to help them drive away the enemy tanks.

Use your controller to give your gunships their first order.



Press the zoom button to get a close-up view of the enemy tanks. They kind of look Russian.

Once you have control of your gunships, locate the first enemy tank platoon to the southwest. Order your gunships to attack by placing the aiming reticule directly over the enemy unit—Hostile 1—and pressing the attack button. Your gunships automatically fly into range and attack the four hostile tanks. Since gunships have the advantage over tanks, they have no trouble destroying the enemy armor without taking any damage themselves. You have learned how to use the controller to give orders to one of your units.

The voice commands appear on the screen to help you give orders to your units.

Another enemy tank platoon attacks friendly units to the southeast. However, the infantry can take care of them. Once Hostile 1 has been defeated, you receive orders to move to Foxtrot. This time, use the voice command system to give the order. Hold down the voice command button and say "Unit 1 Move to Foxtrot." Then release the button. Your gunships fly towards Foxtrot.

More gunships from your battalion have arrived.

As you approach the uplink, your gunships detect another terrorist tank platoon. Order them to attack by giving the voice command "Unit 1 Attack Hostile 3." About the same time, you also receive another unit of gunships as reinforcements. Get them to attack the same enemy by giving the voice command "Unit 2 Attack Hostile 3." With eight gunships attacking at the same time, the four enemy tanks will not last long.

TIP

Now that you have a second unit, you can switch your view to that unit by either placing the reticule over the unit and pressing the swap button or giving the voice command "Unit 2 Camera."

Send your gunships to attack the enemy tanks near Bravo.

The enemy landing ship is near Uplink Bravo to the south. It has landed two more tank platoons. Send your gunship units to each attack one of the enemy platoons. Give the following voice orders: "Unit 1 Attack Hostile 4" and "Unit 2 Attack Hostile 5." Both gunship units fly to their respective targets and attack. Since these are the last two enemy units, once all terrorist tanks are smoking wrecks, your objective for the mission is complete.

Take a quick tour of the battlefield once the hostilities have ceased.

Before you press the button to continue, you have the opportunity to survey the battlefield. You can't give any orders since all units on the battlefield are frozen. However, move around the map to look at the terrain. It is always a good idea to take this unrestricted tour so you get a better feel for the lay of the land in case you ever have to fight here again.

The Mission Report rates your performance and gives you the status of your units.

At the end of each battle, you are presented with the Mission Report. This always includes an update on your battalion, how many credits you have earned, your command rating, and any medals you might have been awarded. Here you can save the mission replay so you can view it again later or choose to view more details. Press the details button to find out more about the results of your mission.

NOTE

Win this mission and you will be rewarded with the First Command medal.

Freedom's Guardian

Mission: Battle of JFK Space Center

// Type: Assault

// Attacker: Terrorists

// Defender: USA

Orders

// Objective: Eliminate all hostile forces

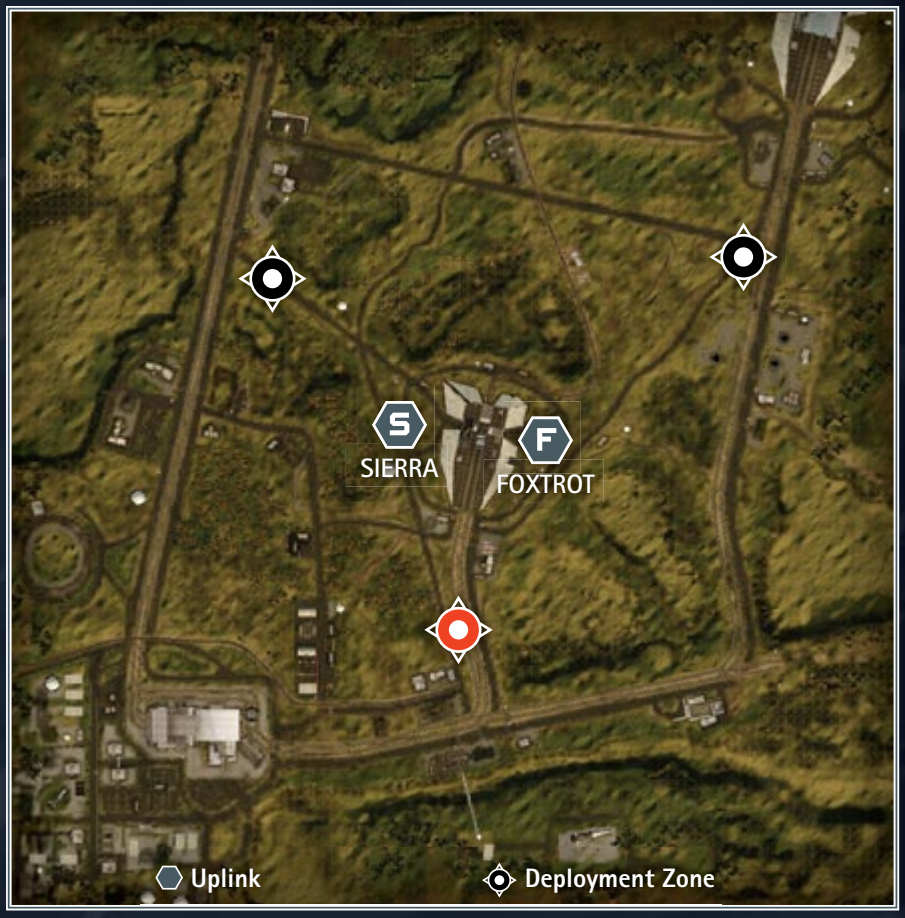
// Available Supports: None

// Enemy Battalion: Forces unknown

Initial Force Deployment

// Combat Transports: 1

// Tanks: 1



The Right Unit for the Job

There's an enemy unit near the launch platform, which you must defend.

For this mission, you are now across the Atlantic Ocean and in command of a Joint Strike Force (JSF) battalion. You have two units deployed at the start—a platoon of combat transports and a platoon of tanks. The purpose of this mission is to teach the importance of the combat chain. Each type of unit is best suited for attacking certain other types. Your tanks are best used against enemy combat transports, while your own transports are best used against enemy gunships. Terrorist forces are launching an attack against the US space vessel. You must defeat all enemy units before they damage the facility or the vessel.

Order your combat transports to attack the enemy gunships.

Right at the start, get your units moving towards the launch platform. You can either use the controller or give the voice commands: "Unit 1 Move to Bravo," "Unit 2 Move to Foxtrot." As you approach the platform, watch the map in the upper-right corner of the screen. When you see a red diamond appear, the map is showing that a unit of hostile gunships has been detected. Quickly give the voice command "Unit 1 Attack Hostile 1." That sends your combat transports racing to fire on the enemy gunships.

Send your tanks after the enemy transports.

Shortly after the mission is underway, you can bring in some reinforcements. Although you can select from three different types, deploy a unit of gunships since you already have the other two types of units on the battlefield. Gunships will arrive quickly to the battlefield. However, your next threat is a terrorist unit of transports that appear near Foxtrot. Quickly order your tanks to attack the transports.

The gunships engage the enemy tanks coming from the northwest.

Once you have both your transports and tanks fighting enemy units, send your gunships towards Bravo. As they arrive, they should detect some hostile tanks to the northwest. Order the gunships to attack. Check in on your other two units. More gunships are headed your way, so position your transports at Bravo. If you have already destroyed the enemy transports, send your tanks to help destroy the enemy tanks your gunships are already engaging.

Use both transports and gunships to attack the enemy gunships.

The terrorists send a couple of units of gunships to attack. Order your transports to attack one unit while your gunships go after the other. While the gunships are not as effective against other gunships, they are better than nothing and will make it easier for your transports to finish the gunships off after they destroy the first unit.

JSF tanks blow away approaching hostile transports.

The enemy makes one last attempt to destroy the space vessel. They land some transports northwest of Bravo. Keep your tanks positioned in this area so they can immediately start attacking as the enemy vehicles arrive. If your gunships come under fire, order them to move to Foxtrot so they are out of the way of the enemy transports' anti-aircraft weaponry.

JFK Space Center is secure.

After the last enemy vehicle has been destroyed, a short countdown begins. Since you have eliminated all of the terrorist units, you win the battle by annihilation. By now, you should have a good feel for the combat chain. Using the correct unit lets you quickly eliminate a threat, and you also know when you need to pull back your own units so they are not destroyed, such as when to keep your gunships away from enemy transports or your tanks away from the enemy gunships.

NOTE

If you successfully used each of your three units to destroy enemies using the combat chain, you will earn the Combat Chain Master medal during this mission.

Gas Pains

Mission: Battle of Rozenburg

// Type: Assault

// Attacker: Terrorists

// Defender: Europe

Orders

// Objective: Eliminate all hostile forces

// Available Supports: None

// Enemy Battalion: Forces unknown

Initial Force Deployment

// Gunships: 1

// Tanks: 1

Firefight in the Refinery

Get those tanks rolling north towards Alpha.

This is another assault mission where the enemy units are your objective. They are located in the refinery complex near Alpha. Allied infantry units automatically advance towards the refinery. However, you need to get your units moving forward to help them. Order your tanks to move to Alpha while you send your gunships to the wall south of Alpha. Switch your camera view to the gunships so you have a higher view of the battlefield.

If it's enemy tanks, attack with your gunships.

As your units approach the refinery, you will detect your first enemy unit—a platoon of terrorist tanks. Order your gunships to attack. While they are attacking, stay in the gunship view and look a bit west of where the enemy tanks are located. The terrorists have another platoon of tanks as well as a platoon of transports.

The enemy has two more platoons to the east.

Order your tanks to attack the transports since they threaten your gunships. After giving your command, focus on the tanks your gunships are attacking. Once all four tanks are eliminated, send the gunships to attack the second platoon of tanks.

Get some combat transports to the refinery to deal with terrorist gunships.

By this time, you have a reinforcement you can bring onto the battlefield. Give the voice command "Deploy Transports" to bring in a platoon of these anti-aircraft experts. Once they hit the ground, get them moving towards Alpha so they will get there in time to engage the enemy's gunships.

As your tanks engage the hostile transports, your own combat transports shoot down the terrorist gunships.

As your tanks and gunships are going after the enemy transports and tanks, the terrorists send in a couple units of gunships. They can cause some serious damage to your tanks, so order your combat transports to attack one of the gunship units. As soon as the enemy tanks are pretty much destroyed, order your gunships to switch targets and begin attacking the second group of gunships while your tanks finish off any remaining hostile ground forces.

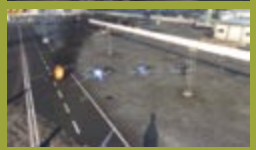
Gang up on the remaining enemy units.

Watch out for these transports that sneak in towards the end of the battle.

Your transports and gunships will stay busy towards the end of the battle. However, keep your tanks in the area. If they start to take some damage from the enemy gunships, you might be tempted to order them to evacuate. However, the terrorists are hoping you make this mistake; they send in a platoon of transports to go after your gunships. As soon as the transports are detected, send your tank platoon to destroy them before they shoot down any of your gunships.

If you followed the combat chain, all three of your units should have survived the battle.

TIP



At the Mission Report screen, you can save a replay of your battle. Then you can watch the replay to assess your performance. The replay controls let you view the action from a top-down satellite map or from the views of your units. This provides a great opportunity to watch your units attack as well as see the results on enemy units. Try saving and then watching a replay of this battle to see if there is some way you can improve as a commander.

Ruse de Guerre

Mission: Siege of Dukovany

// Type: Siege

// Attacker: Terrorists

// Defender: Russia

Orders

// Objective: Defend the critical uplink

// Available Supports: None

// Enemy Battalion: Forces unknown

Initial Force Deployment

// Engineers: 3

// Combat Transport: 1

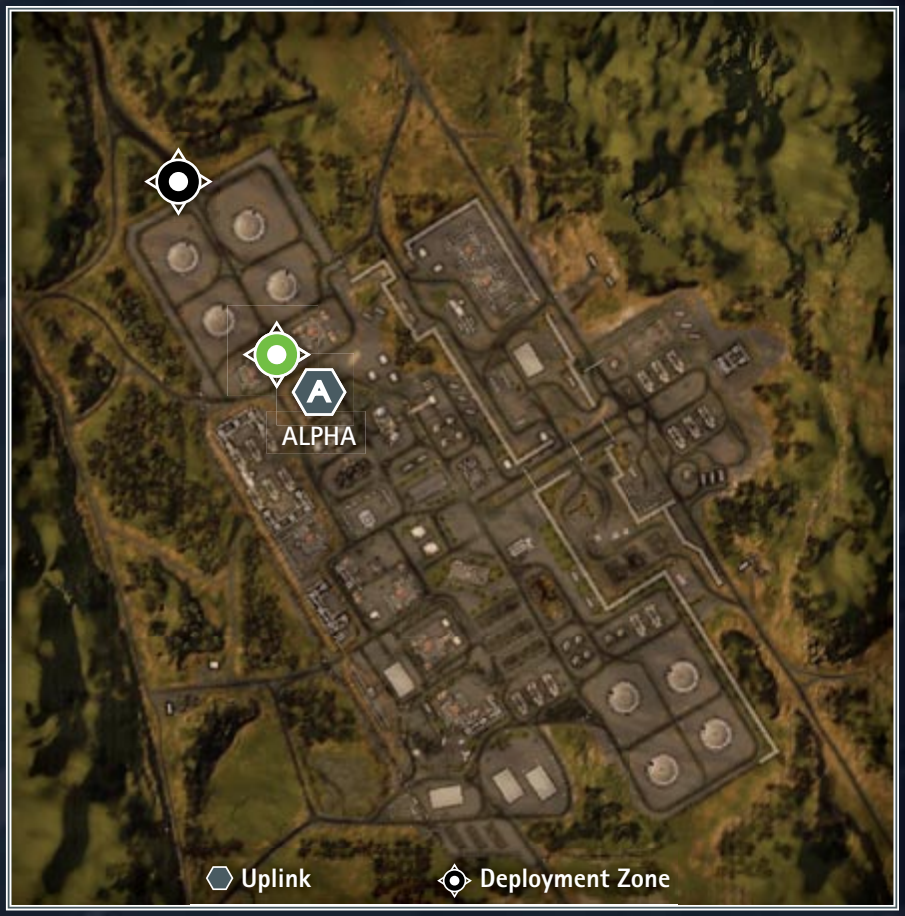
The Power of Infantry

Engineers can take on any type of vehicle with their rocket launchers.

During this battle, you are the commander of a Russian Spetsnaz unit. This mission gives you your first taste of infantry in combat. In addition to a combat transport, you have three squads of engineers. Your objective is to protect the uplink at Alpha. Terrorist units will be approaching from the northwest in a series of waves. You must engage all of these enemies on your own for seven minutes until further reinforcements arrive.

NOTE

In a siege mission, the attacker must capture a critical uplink to win; the defender must prevent this by destroying all enemy units.



Move your engineers behind these barricades.

Infantry out in the open are dangerously exposed and vulnerable to all types of enemy fire. Therefore, get them behind cover as quickly as possible. There are concrete barricades near your deployment zone. One by one, use your controller to order each engineer squad to take cover behind the barricades to create a wall of infantry blocking the enemy's path to the uplink.

Keep your engineers behind cover at all times.

Infantry units gain many advantages while behind cover. Not only do they get a large defensive bonus against direct-fire attacks by vehicles, they also can attack at longer range and with a higher rate of fire than infantry out in the open. You can determine an infantry unit's status by the icon around its unit number. A triangle represents a unit out in the open while a shield icon shows that the unit is in cover.

Your combat transports will make short work of the enemy gunships.

The terrorists first send a unit of gunships to attack you. Make sure your engineers are behind cover or moving to cover, then order your transports to engage the gunships. The engineers automatically fire at the gunships when they come into range. Don't order them to attack because they will leave their cover if the enemy unit is out of range. Instead, just leave them alone to direct their own fire. After the gunships have been shot down, move the transports behind your engineers so they are safe from enemy ground units.

Enemy engineers are trying to rush through your lines to get to the critical uplink.

While the gunships keep your attention, the terrorists are landing several squads of engineers just outside the gates of the installation you are defending. Since your engineers are in cover, they can fire at these exposed infantry units before return fire is even possible. As before, let your engineers pick their own targets. They will use their small arms and rocket launchers to blow away the advancing enemies.

More gunships arrive to attack your troops from above.

To prevent yourself from giving your engineers an order by mistake, keep the combat transports selected as your active unit. Also keep an eye out for more gunships. The terrorists send them in during an infantry assault hoping to catch you by surprise. As soon as they get close to your position, order your transports to attack the gunships.

The terrorists try to flank your position.

During the fighting, use your zoom view to check the enemy deployment area. When you see some large transport helicopters land to unload combat transports, be ready to reposition some of your troops. These enemy vehicles usually try to flank around your left side. As soon as they start to move in that direction, send the engineer squad on the left side of your line to the barricades on the left near the large fuel tank. They will fire on the enemy transports as they drive by. Use your own combat transports to finish off any surviving vehicles.

The enemy lands a platoon of tanks to roll right over your position.

Keep your engineers behind cover during all of the attacks. As the timer for reinforcements approaches zero, the terrorists land a platoon each of tanks and combat transports. Make sure you have one of your engineer squads covering the center while the other two squads are positioned at the barricades on the right and left to protect against flanking attacks.

Redeploy your engineers to the sides as needed to engage flanking vehicles.

As the enemy vehicles make their path to the uplink known, move your engineers so you have two squads covering the route the enemy is traveling. By this time, reinforcements should be arriving. These allied tanks and fast attack vehicles will help you defeat the last push for the critical uplink.

Hold out until you are relieved by the Russian reinforcements.

If the terrorists are putting all their remaining units on one side of your line, send your third squad of engineers, the one not defending that side, back to Alpha to take cover right at the critical uplink to make a last stand. Once all enemy units have been destroyed, you have secured a victory.

Going for Broke

Mission: Siege of Copenhagen

// Type: Siege

// Attacker: USA

// Defender: Europe

Orders

// Objective: Defend the critical uplink

// Available Supports: None

// Enemy Battalion: Battlegroup 4

Initial Force Deployment

// Gunships: 1

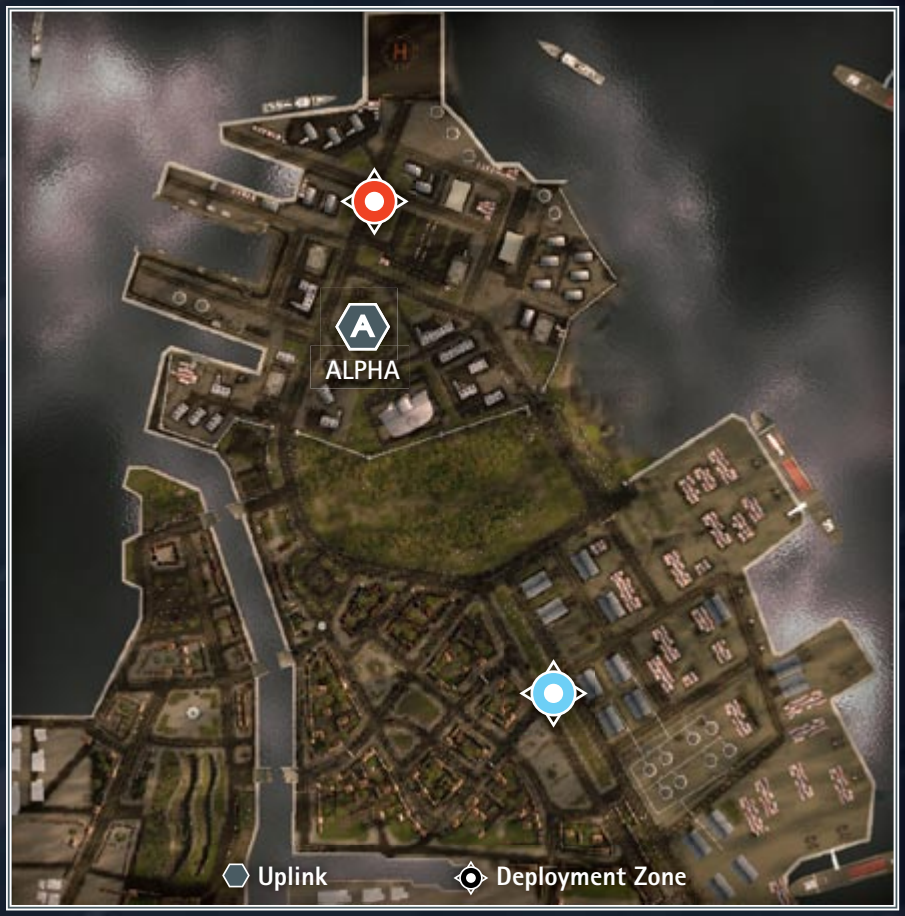
// Combat Transports: 1

// Engineers: 3

Garrisoned Infantry

Get your engineers into these towers as soon as they touch down.

You are back in command of a JSF battalion. Your forces are being airlifted into a base in Copenhagen and automatically secure the critical uplink. However, now you have to defend it, and the Enforcer Corps (EC) is coming to take it back. As soon as your engineers are on the ground, order them to move into the towers near the gates. Send Units 4 and 5 to the towers in the east while Unit 3 enters one of the two in the west.



NOTE

Since this is a siege mission, you have to wait before you can bring in reinforcements. For this mission, you have to keep the enemy away from Alpha for 10 minutes.

Garrisoned engineers in these towers are tough to defeat.

Like units in cover, infantry garrisoned in buildings have better defenses as well as longer attack ranges and a higher rate of fire. The towers also give your engineers a better view of the battlefield.

The gunships are your scouts for this mission.

Send your combat transports to the western gate to help the single squad of engineers defend that opening into the base. Then take control of the gunships and switch your camera view to them. The gunships can quickly cross over the wall of the base to see what the enemy has headed your way. Then they can attack or retreat into the base to safety.

Eliminate that artillery.

Send your gunships south from Alpha and towards the town to look for enemy units. They will find some artillery units headed to the western gate. Artillery can cause a lot of damage to garrisoned infantry, so order your gunships to attack the artillery. Watch out for a platoon of combat transports. Finish off the artillery and then send your gunships back to Alpha before the transports can shoot any of them down.

Your engineers in the tower can garrison fire on the transports below.

After pulling back your gunships, switch to Unit 3 engineers. Place the reticule over the enemy transports headed in their direction and notice that the order below the reticule is "Garrison Fire" rather than "Move and Attack." Unlike infantry in cover only, garrisoned infantry can be given attack orders that keep them in their building. Order your engineers to garrison fire on the transports and any engineers they drop off. Bring your own combat transports forward to help out.

Shoot down the enemy gunships before they can attack your engineers.

The Europeans send in some gunships in the west, so order your transports to attack. Your two squads of engineers in the eastern towers are usually fine on their own, but be sure to check on them occasionally. Give them garrison fire orders and keep them in their towers.

The Europeans send in more artillery and tanks, so hit them with your gunships.

Once enemy transports are destroyed, send your gunships back south across the wall to watch for incoming enemies. The enemy deploys a platoon each of tanks and artillery, so order your gunships to destroy the artillery; once it is eliminated, send your aerial fighters after the tanks.

If enemy engineers garrison themselves in a building, they can be tough to get out.

Try to keep your transports near the western gate as much as possible. Not only will they help deal with the enemy gunships, but they can also be used to attack infantry moving into the base. The European engineers will try to get into the vacant tower in the west across from your own engineers. If they do, they are tough to get out and can cause a lot of damage to your combat transports and your gunships. Back your vehicles away and let your engineers blow them out of the tower.

Watch out for an attack by two groups of enemy gunships.

During the last minute before you can receive reinforcements, the enemy tries to overwhelm you by sending in two units of gunships. Order your combat transports to attack these. Since there are two groups of hostile gunships, your transports will probably take damage, so order your gunships to help shoot down the enemy aircraft.

The cavalry arrives to save the day.

Once the timer is up, you can call in reinforcements if you have lost any of your initial units. In addition, friendly tanks and fast attack vehicles arrive to take over the defense of Alpha. Mission accomplished.

Rotten in Denmark

Mission: Conquest of Copenhagen

// Type: Conquest

// Attacker: USA

// Defender: Europe

Orders

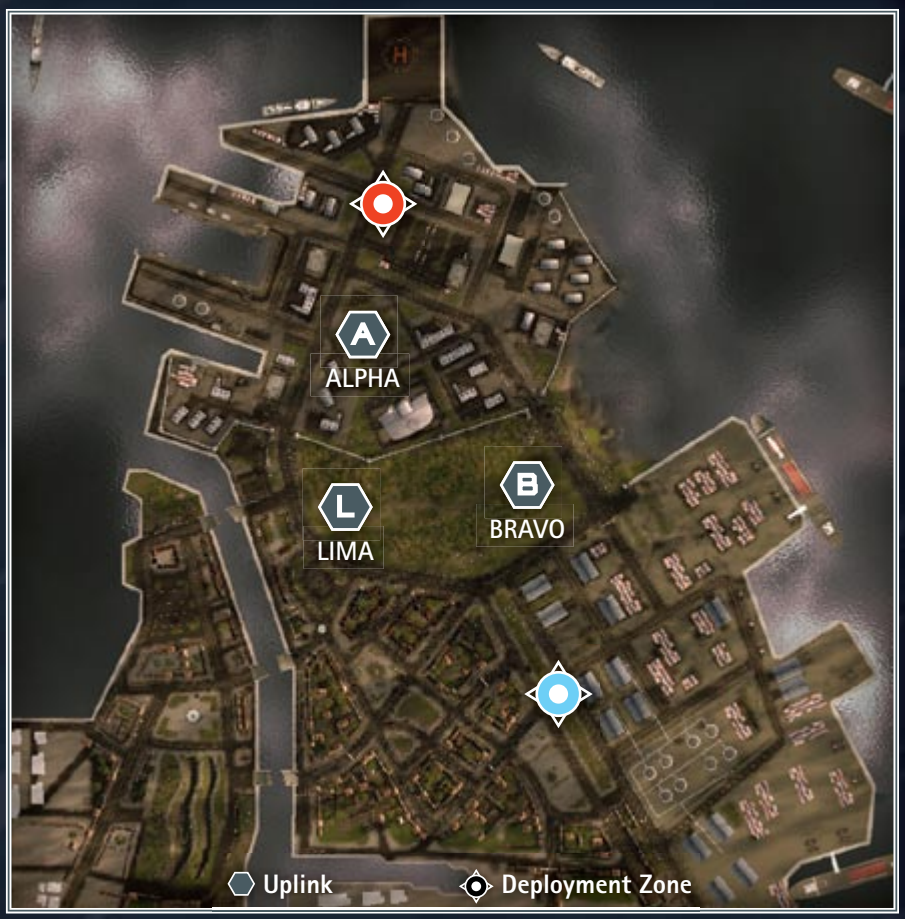
// Objective: Secure over half of the uplinks or eliminate all hostile forces

// Available Supports: None

// Enemy Battalion: 5th Armored Battalion

Initial Force Deployment

// Riflemen: 2



Securing Uplinks

Got those troops marching.

During this mission, you will learn one of the most important orders you must give in every battle—securing uplinks. While uplinks are one of your objectives for this mission, they are still very important even in battles where they are not the objective. Taking control of an uplink gives you an instant reward of command points and also increases the rate at which you earn command points. The more uplinks you control, the more command points you get and the fewer your enemy can receive.

Riflemen can move faster than engineers, though not as fast as vehicles.

Right at the start of the mission, get your riflemen moving to their objectives. Give the voice commands "Unit 1 Secure Lima" and "Unit 2 Secure Bravo." This sends the riflemen squads to the two closest uplinks. Riflemen not only move faster than engineers, they also secure uplinks more quickly. On the downside, riflemen are not as effective at attacking enemy vehicles. They only have an advantage over engineers in combat.

The JSF has deployed drones to protect the uplinks.

As your riflemen approach their assigned uplinks, you will detect hostile drones at each location. The Americans have left these weapon systems to guard the uplinks. While you could order your riflemen to take cover and then attack the drones, for now just keep your troops moving to the uplinks.

The riflemen attack the drones while they continue to advance to the uplink.

While some of the soldiers in the squad rush in to secure the uplink, the rest take cover at the uplink and engage the drones.

Uplinks are surrounded by a low wall behind which your riflemen can take cover. So even while they are taking fire from the drones, keep their orders set at securing their assigned uplink. They will return fire as they move, though it is not as effective as if they were behind cover. However, once they reach the uplink and begin securing it, most of your soldiers will stay outside and automatically attack the drones. Now that they have cover, your riflemen can cause more damage with their increased rate of fire.

Deploy some reinforcements using the command points you have earned.

As you secure the uplinks, you are rewarded with command points and can deploy two units as reinforcements. Since the enemy has gunships, deploy a platoon of combat transports. Then bring in a platoon of tanks or some gunships of your own.

Send your combat transports to shoot down the hostile gunships.

As soon as you secure your second uplink, a victory timer appears on the screen since you now control more than half of the uplinks on the map. You now have a choice of how you want to proceed for the rest of the mission. One option is to play defensively and let the timer run out. Of course, the JSF will try to capture one of your uplinks, so you must prevent this from happening. Keep your riflemen at the uplinks to defend them against enemy infantry while you use your vehicles to engage the gunships, transports, and tanks that will be headed your way. If you can maintain control of both uplinks for five minutes, victory is yours.

Move both riflemen squads towards Uplink Alpha to capture it.

The second option is to continue on the offensive and capture Alpha. The mission ends instantly once you have control of all uplinks on the map. Now that you have a combat transport, send it to pick up one of your riflemen squads and then order it to attack the enemy gunships. Order the other riflemen squad to move to Alpha. If they come under fire, quickly move them behind cover or into nearby buildings.

Watch for the enemy to deploy some tanks, which can cause a lot of damage to your riflemen if they are caught out in the open.

Get a squad of riflemen into Uplink Alpha to secure it.

The JSF has some combat transports, along with some infantry, defending Alpha. Send your transports right up to Alpha and unload the riflemen they are carrying. Order these riflemen to secure Alpha while you use your other squad to engage the enemy infantry. If you deployed tanks, use them to attack the enemy transports. It is best to move as quickly as possible to secure Alpha since the JSF will deploy tanks about two to three minutes before the timer runs out. Don't worry if your riflemen start taking damage. As long as some of them get into the uplink, it will only take about 30 seconds for them to secure it. The rest of the squad can take cover at the uplink and attack enemy units. As soon as the squad secures the uplink, you instantly win the battle.

The JSF tanks arrive too late to prevent a European victory.

Finishing Move

Mission: Conquest of Rovaniemi

// Type: Conquest

// Attacker: Russia

// Defender: Europe

Orders

// Objective: Secure over half the uplinks or eliminate all hostile forces

// Available Supports: Air support

// Enemy Battalion: Battlegroup 16 (mechanized)

Initial Force Deployment

// Engineers: 1

// Riflemen: 2

// Tanks: 1

// Combat Transport: 1

Battlefield Support

Load up some riflemen in your transports.

This mission offers a lot of challenges and requires you to use what you have learned in the previous missions. There are five uplinks on the map and you need to secure at least three to claim a victory. Two of the uplinks are in the northeast near your deployment zones, while the other three are within a walled base in the southwest near the enemy's deployment zone. First off, load a unit of riflemen into your transports so they can move faster.

Infantry take off through the woods towards one uplink while your tanks and transports roll towards another.

While those riflemen are loading, send the other squad along with the engineers to secure Uplink Sierra. It is defended by enemy engineers, so your force should not have any trouble. Next send your tanks and transports to Uplink Whiskey. It too is guarded only by engineers. Keep track of both groups and hold the tanks and transports at a distance from Whiskey so they are not attacked by the enemy while you focus your attention on Sierra.

The riflemen take cover at the barricades as they attack the enemy, while the engineers rush in to secure the uplink.

As your two infantry squads approach Sierra, order your riflemen to take cover behind the concrete barricades at the entrance to this facility. The hostile en-

gineers usually garrison themselves in the tower; however, your riflemen will neutralize them. Meanwhile, keep your engineers moving all the way to the uplink to secure it. After they have secured it, upgrade the uplink by giving the voice command "Upgrade Sierra Air Support" so that you can call in air strikes.

Tanks and transports fire on the engineers garrisoned in a building.

Once you have eliminated the enemy engineers at Sierra and begun the process of securing that uplink, switch your attention to your force near Whiskey. Order your tanks and transports to attack the enemy engineers near the uplink and then order your riflemen to secure Whiskey. They will disembark from the transports and make their way to the uplink. After they secure it, upgrade this uplink for air support as well.

The enemy is guarding the main entrance to the base.

Now that you have two of the uplinks under your control, you need to secure at least one more. By this time, the enemy will have secured Alpha. While you could go after this uplink, the enemy has transports and gunships positioned at the main entrance to the base. Your tanks and transports can make short work of these enemy units; however, the hostile units will be reinforced by tanks and infantry, making a frontal assault for Alpha costly.

Send your infantry group to secure Foxtrot.

Rather than regrouping your entire force for a main battle, keep them split up and go after the uplinks at Foxtrot and Zulu. Order your riflemen and engineers at Sierra to move to Foxtrot. Make sure they head west to enter the base through the northwestern gate. They will usually find Foxtrot undefended. Position your engineers in one of the towers by the gate while your riflemen secure the uplink. Since the enemy will usually send gunships, tanks, and transports to attack, your engineers can fire on them from the tower. Once you have control of three uplinks, a victory timer begins. If you can hold on to at least three uplinks for five minutes, you win.

TIP

As the enemy attacks your infantry, use your air support to help even out the odds. Note the number of the enemy unit you want to target and then give the voice command "Air Strike Hostile (unit #)." You can call in air strikes not only on ground units, but also on enemy gunships, which can come in really handy when you don't have transports in the area.

Your tanks and transports can hold their own against what the enemy throws at them.

While your infantry group is headed for Foxtrot, focus on your group at Whiskey. Load up the riflemen into the transports and then send them south to the gate of the base near Zulu. Once there, order your riflemen to secure Zulu while your tanks and transports protect them. By taking Zulu, you ensure that the victory timer won't stop if for some reason your infantry team can't hold on to Foxtrot. If you really want to end the game fast, secure Alpha as well. Once you have all five uplinks under your control, the battle ends instantly.

Due to their performance, all of your units can be promoted from Recruit to Regular rank.

TIP

Earn the Impregnable Achievement or Trophy by completing Finishing Move without any of your initial units being defeated. If you are having trouble achieving this using this strategy, you may want to keep all of your units together and go after either Foxtrot or Zulu rather than both at the same time. Remember to keep your infantry safe behind cover or garrisoned in buildings.

Choose a Side

The supposed terrorist attacks in Europe, Russia, and the United States have caused a three-way war between these countries. While you have played at least a couple of missions as each faction, it is now time to decide which one you will command for the remaining two missions of the Prelude to War campaign. You will then continue as the commander of this faction for the World War III campaign, which begins immediately at the end of this first campaign. No matter which faction you select, you will then be assigned a raid mission against your choice of your two opposing factions. Following that, you must defend against an attack on your nation's capital. All of these missions are outlined in this chapter.

TIP

Raids are a different type of mission than what you have played previously in this campaign. During a raid, you have access to all types of units except for artillery—which you have not been able to use so far anyway. The goal is to destroy three of the five critical buildings on the map. Some of these buildings are large and can take a lot of damage, while normal buildings are easier to destroy. A couple of the maps have fuel tanks as an objective. These are the easiest to destroy. Your best weapons for destroying buildings are tanks, engineers, and air strikes. Be careful when approaching these structures since each is defended by four combat drones.

Opening Move Dukovany

Mission: Raid on Dukovany

// Type: Raid

// Attacker: Europe or USA

// Defender: Russia

Orders

// Objective: Destroy more than half of the critical buildings within 15 minutes

// Available Supports: Air support

// Enemy Battalion: 13th Airborne Battalion

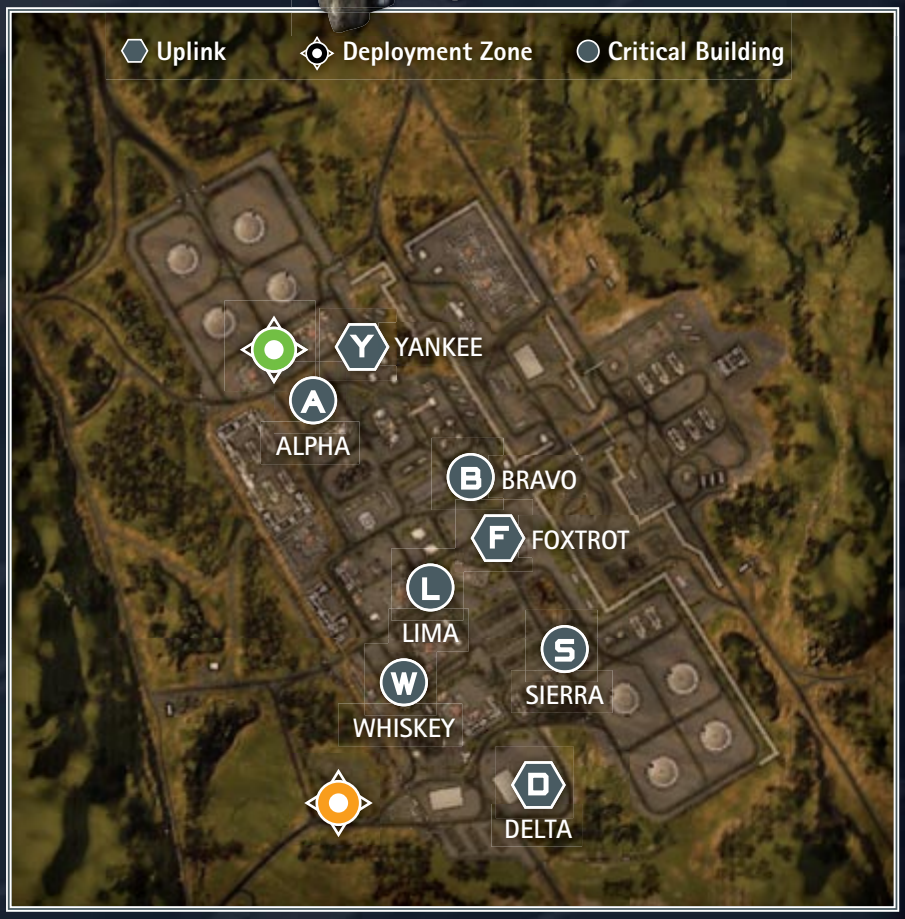
Initial Force Deployment

// Command Vehicle: 1

// Engineer: 1

// Tanks: 1

// Combat Transport: 1



Nuclear Power Plant

Transport your engineers to the closest uplink and secure it.

Your deployment zone is in the southwestern corner of the map. As with all missions, you need to secure an uplink as quickly as possible. Therefore, load up your engineers into your transport and drive them to Delta. After securing this uplink, upgrade it for air support so you can start calling in air strikes. Since you can also call in some reinforcements right at the start, deploy a platoon of tanks.

Bombard the first building with tank fire.

As your engineers head to Delta, order your tanks to attack the large structure at Whiskey. Since it is at the edge of the power plant, your tanks can fire over the wall at the structure while staying out of range of the combat drones that guard it. When your second platoon of tanks arrives, send it to help out in the attack.

Keep your transports near your tanks to help protect them from enemy gunships.

After the engineers disembark, move your combat transports back to your tanks. When you start attacking the building, the enemy will send gunships to attack your tanks. Therefore, move your transports to your tanks' location to help protect them against those flying tank killers.

Advance your tanks towards the next structure.

Once Whiskey is destroyed, continue advancing into the base to attack the critical building at Lima. You should be able to call in an air strike against it. This will damage not only the building, but also the combat drones guarding it. Although you want to destroy the building, be sure to attack any arriving enemy units that might damage your tanks. It takes less time to engage these enemies than to have to bring in reinforcements because your units were destroyed while focused on attacking the structure.

The fuel tanks at Sierra are an easy target to destroy.

The easiest targets on this map are the fuel tanks at Sierra. Call in a single air strike to take them out, or move your engineers behind some cover so they are close enough to attack one of the outer tanks so as to avoid fire from the combat drones. Once one fuel tank is destroyed, the others blow up in a chain reaction. Once three of the critical buildings are destroyed, victory is yours.

Opening Move JFK Space Center

Mission: Raid on JFK Space Center

// Type: Raid

// Attacker: Europe or Russia

// Defender: USA

Orders

// Objective: Destroy more than half of the critical buildings within 15 minutes

// Available Supports: Air support

// Enemy Battalion: 22nd Tactical Battalion

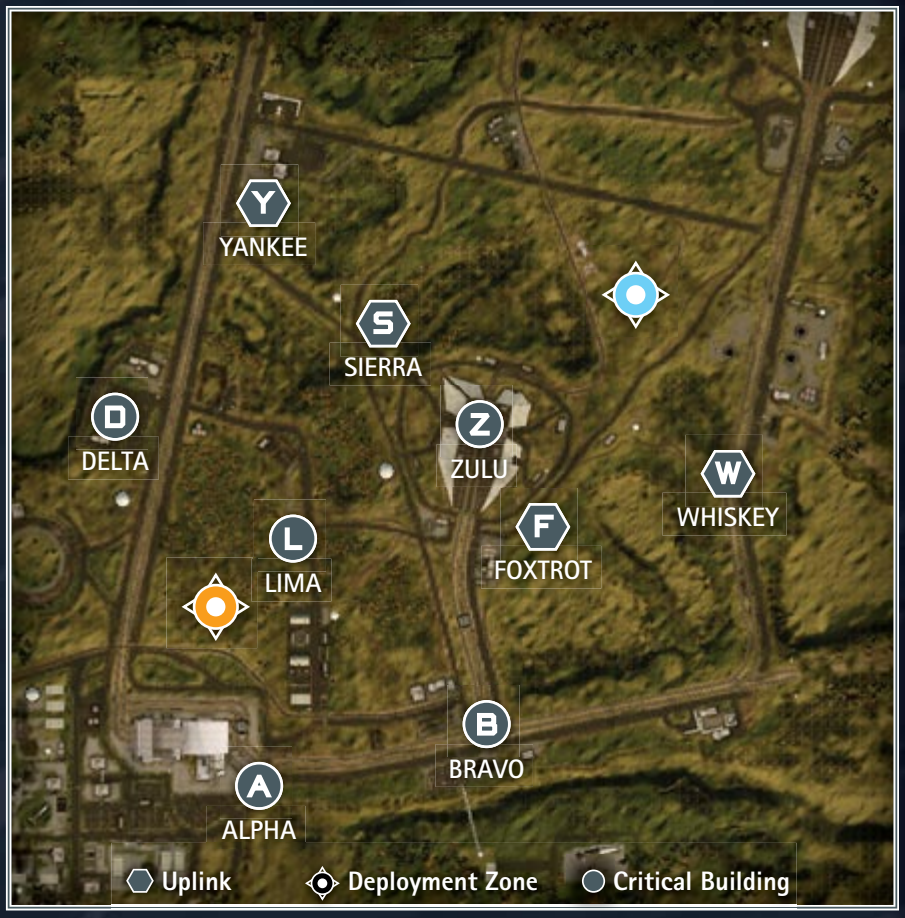
Initial Force Deployment

// Command Vehicle: 1

// Engineer: 1

// Tanks: 1

// Combat Transport: 1



Launch Facility

Load up your engineers and get them to an uplink.

Once again, you must secure an uplink so you can upgrade it for air support. This map has four uplinks, all in a diagonal line across the center. Get your engineers aboard the transports and send them to either Whiskey or Yankee. Also deploy a platoon of tanks as reinforcements.

Tanks firing on the launch platform turn their attention to approaching enemy transports.

The launch platform at Zulu is a large target right in the center of the map. Wait for the second platoon of tanks to arrive and then send both to attack Zulu. As enemy ground units appear, order your tanks to attack them first and then resume the attack on the structure. Also bring your transports over to your tanks to protect them against hostile gunships. After enemy units are neutralized, resume the attacks on the platform until it is destroyed.

The enemy sends lots of infantry to try to stop your raid.

Secure another uplink.

After your engineers have secured either Whiskey or Yankee, send them to secure the next closest uplink—either Foxtrot or Sierra. While you only need one to access air support, each additional uplink rewards you with four command points, which are just enough to call in an air strike. In addition, the rate at which you earn more command points increases. Watch out for enemy infantry. They are sent towards your position and then take cover or garrison themselves in buildings, making them hard to kill. Don't waste air strikes on them and keep your vehicles back from them to avoid taking damage.

Gunships make good scouts.

During the course of the mission, you may want to deploy a group of gunships so you can send them out to locate enemies and get a closer view of your targets. Keep your gunships at a distance from the critical buildings, since the combat drones will shoot your helicopters down if you get too close. Instead, call in an air strike on the structure to destroy the drones. Both Delta and Lima can be destroyed by two air strikes each.

Send your tanks to the next objective.

Once Zulu is destroyed, send your tanks next to Lima. It is a normal building that will come down quickly—especially with an air strike to help soften it up. Then go after Delta. Avoid attacking Bravo; it is well defended and can take a lot of damage. It is better to go after the small structures at Delta and Lima for your second and third objectives, which will lead you to victory.

TIP

Another strategy is to secure all four uplinks by deploying riflemen and transports. Use your tanks to defeat enemy tanks or transports. Once you have air support, begin sending air strikes against Delta, Lima, and then Alpha. Six or seven air strikes will destroy all three normal-sized structures and give you a victory without even having to get units close to those pesky combat drones.

Opening Move Rozenburg

Mission: Raid on Rozenburg

// Type: Raid

// Attacker: USA or Russia

// Defender: Europe

Orders

// Objective: Destroy more than half of the critical buildings within 15 minutes

// Available Supports: Air support

// Enemy Battalion: Battlegroup 15 (armored)

Initial Force Deployment

// Command Vehicle: 1

// Engineer: 1

// Tanks: 1

// Combat Transport: 1

Oil Refinery

Your engineers can walk to the first uplink.

Unlike the other two raids, this one places your deployment zone near two of the uplinks. Right at the start, send your engineers to secure and then upgrade the uplink at Bravo so you can get air support as quickly as possible. Also deploy some tanks for reinforcements. Later bring in another transport.

Tanks can fire over the wall at the large structure at Alpha.

Move your tanks so they are west of Alpha. From this position, they can fire over the wall at this large refinery and not have to take return fire from combat drones guarding the facility.

The enemy here likes to send in groups of gunships.

However, while you are attacking Alpha, the enemy sends tanks and gunships to destroy your tanks and other units. Bring up your transports to deal with gunships and use air strikes to help your tanks cope with hostile tanks and transports. You can even bring your engineers forward after both Bravo and Delta are secured. Just be sure to garrison them in buildings for their protection.

Whiskey is your next target.

After you leave Alpha in ruins, send your tanks north to go after the structure at Whiskey. Get your engineers into the building nearby to help you in the destruction. If possible, call in an air strike in advance to knock out the combat drones and damage the building.

The fuel tanks at Foxtrot are an easy target you can save for last.

Keep at Whiskey until it is destroyed. Then send your tanks east to hit the fuel tanks at Foxtrot. Another tactic is to deploy a group of gunships and send them to approach Foxtrot from the south. This keeps the southern tanks between your gunships and the combat drones. Attack the southeastern fuel tank. When it goes up, so do all the rest. Yet another tactic is to just call in a single air strike on Foxtrot—just make sure you don't have any units nearby.

Retaliation Moscow

Mission: Conquest of Moscow

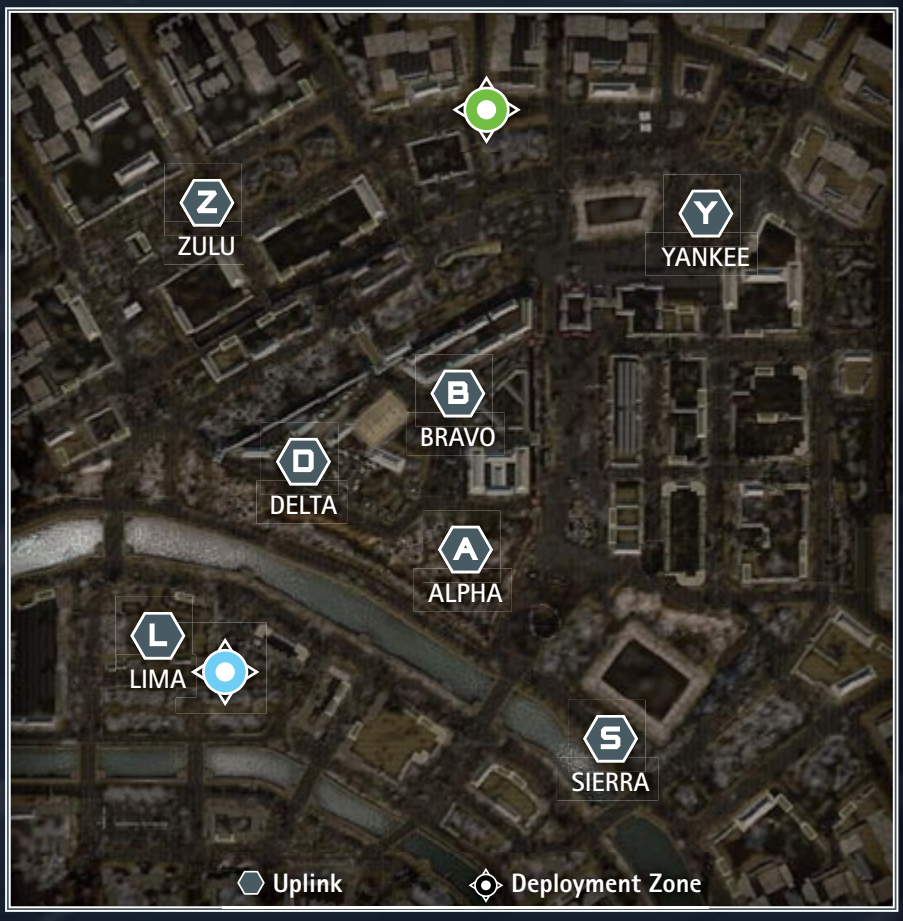
- // Type: Conquest
- // Attacker: Europe or USA
- // Defender: Russia

Orders

- // Objective: Secure over half the up-links or eliminate all hostile forces
- // Available Supports: Air support
- // Enemy Battalion: Battlegroup 28 (assault)

Initial Force Deployment

- // Command Vehicle: 1
- // Artillery: 1
- // Engineers: 1
- // Riflemen: 1



Red Square

Get those infantry moving to uplinks!

This conquest mission has seven uplinks, so you must secure and then hold on to at least four of them to achieve victory. Start off by sending your riflemen to secure Yankee and your engineers to do the same at Bravo. You need to get these upgraded so you have some air support.

You finally get to use artillery. Keep it safe.

The enemy usually approaches from the southwest, so move your artillery and command vehicle east of Bravo, outside of the walls. These are two important units for this mission. The SITREP (situation report) the command vehicle provides allows you to target enemies within detection range without needing another unit for spotting. Artillery is the main weapon you will need for dislodging enemy infantry from buildings and attacking hostile vehicles.

To get to the three central uplinks, units from both sides must move through gates like this.

The key to winning this battle is controlling the uplinks in the center of the map. They are all within a walled compound. There are gates to the west of Bravo and Delta as well as two more east of Bravo. These gates funnel units moving to the uplinks through narrow areas perfect for ambushes. In addition, you can put infantry in the structures above the gates to guard them. During the battle, most of the fighting takes place within the walls and outside to the west since that is the route the enemy uses to get into the central area.

Send riflemen to secure fringe uplinks.

While Uplink Lima is a given for the attackers since their deployment zone is right there, Sierra and Zulu are possible targets. As soon as you get your initial units moving, you can call in some reinforcements. Deploy another squad of riflemen and some combat transports to help defend your force against enemy gunships. Send the riflemen to Sierra since the enemy usually won't make a play for it until later in the battle. Due to its location near their route of advance, Zulu is usually taken by the enemy. However, later in the battle consider sending in some of your riflemen or engineers to secure it for yourself after the enemy has left it defenseless while going after the central uplinks.

Get infantry into buildings where they can attack enemies below and watch the effects of your air strikes.

After securing Bravo, send your engineers down to secure Alpha and bring your riflemen from Yankee to defend Bravo. Initially, the enemy will often take Delta, so let them have it for now. If you can get both Alpha and Bravo, as well as Sierra and Yankee, you then have the advantage and the victory timer begins counting down from five minutes. That causes the enemy to try to take Alpha and Bravo. The best way to defend these uplinks is by garrisoning infantry in buildings overlooking the uplinks. From there, they can fire on hostile infantry trying to capture the uplinks as well as vehicles coming in to support them. Your artillery is within range of both uplinks, so it can fire at enemies. Don't forget to call in air strikes. They can be particularly effective against enemy platoons all bunched up as they move through the central complex. A strike against one often damages the nearby platoons as well.

DEFCON can turn the tide of the battle.

Once one side has four uplinks, the battle goes into DEFCON. The losing side receives its WMD as well as the ability to crash an uplink. If you are losing, crash Lima since there is not much chance of you securing it. However, hold off on your WMD. As soon as you use it, then your enemy can use their WMD. Once one side crashes an uplink, it usually stops the victory timer since each side usually has three uplinks—not enough. As a result, you need to secure a fourth uplink as quickly as possible. The enemy usually crashes Yankee; therefore, you need to go after Zulu or Delta—or both. For this stage of the battle, bring in engineers and riflemen as reinforcements since you will need them both to secure uplinks and defend them.

Use air strikes to shoot down gunships and other hostile vehicles.

Since your force comprises more infantry, use your artillery to help attack enemy vehicles. Air support becomes very important. Your tanks and combat transports are likely to be destroyed by the enemy. Therefore, call in air strikes on hostile gunships and tanks to reduce their threat and give your engineers a good chance to finish the job.

Artillery is a constant threat to your infantry—even if they are garrisoned.

The enemy likes to use artillery to bombard your units—especially your infantry. Since it has such a long range, artillery can fire on you without you detecting it. While gunships don't last too long in Moscow, they can be great as scouts. Send them south along the eastern map edge to avoid most of the enemy units. Then cross to the west. The enemy artillery can often be found near their deployment zone. Make sure there are no enemy transports nearby and then attack with your gunships and also call in an air strike. As your gunships come under fire, withdraw them to the east.

Retaliation Paris

Mission: Conquest of Paris

// Type: Conquest

// Attacker: USA or Russia

// Defender: Europe

Orders

// Objective: Secure over half the uplinks or eliminate all hostile forces

// Available Supports: Air support

// Enemy Battalion: 22nd Tactical Battalion

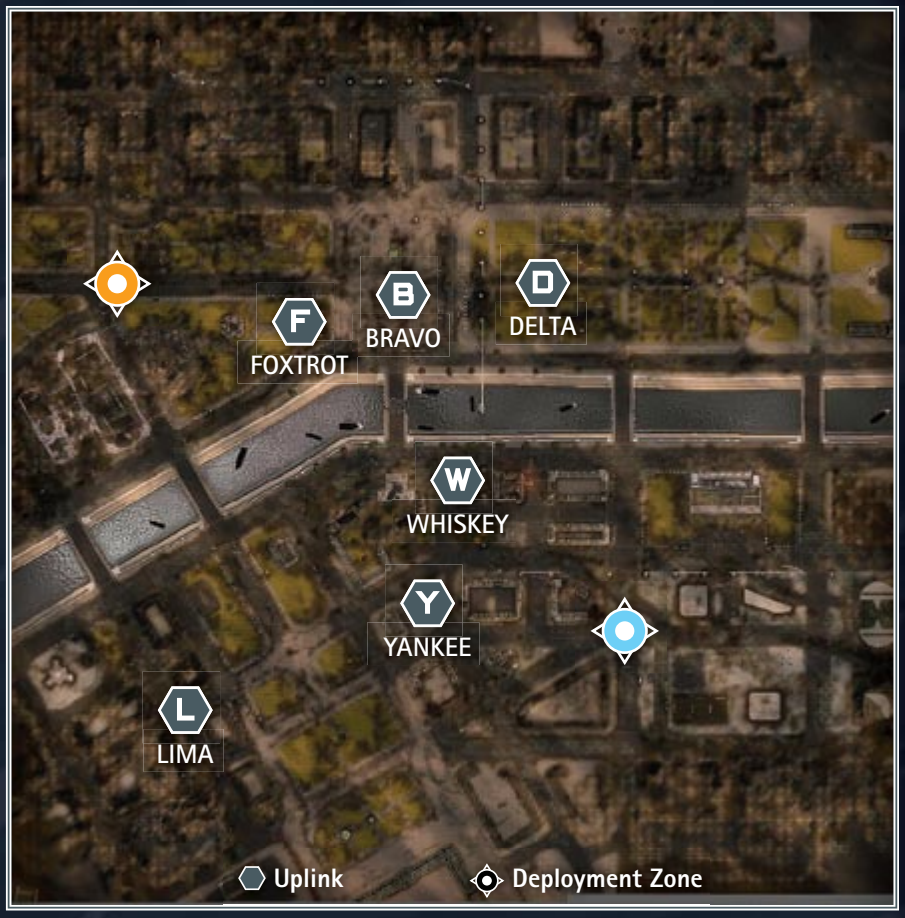
Initial Force Deployment

// Command Vehicle: 1

// Artillery: 1

// Engineers: 1

// Riflemen: 1



Paris Is Burning

Uplink Whiskey is your front line of defense. Secure it quickly.

Unlike Moscow, Paris has only six uplinks—three on either side of the river that divides the map in half. Right at the start, order your engineers to secure Whiskey while your riflemen go after Yankee. Since you can bring in some reinforcements as well, deploy some gunships and combat transports. Be sure to upgrade your uplinks so you can call in air strikes.

Destroy enemy tanks as they try to cross the bridge.

Your gunships arrive quickly, so send them immediately to Whiskey to help protect the engineers. The attackers usually send some tanks and infantry across the bridge near Whiskey, so be ready to attack. Use your artillery to fire on these hostiles. Once your transports arrive on the battlefield, send them to Whiskey to deal with enemy gunships.

The riflemen rush to secure another uplink while the engineers get ready to defend the bridge crossing.

As soon as your riflemen secure and upgrade Yankee, send them to secure Lima. That will give you all three uplinks south of the river. The attackers will secure the other three north of the river, making the battle a tie. While you could try to send forces across the river to capture one of the uplinks from the enemy, going on the defensive

works well on this map. Move your engineers into the building just south of the bridge near Whiskey. From this position, they can fire on any units trying to cross the bridge. Also keep a platoon of tanks, some transports, and gunships in this area to help defend the bridge. Be sure to spread them out so a single air strike or artillery bombardment won't hit more than one unit.

TIP

By fighting defensively, your objective is to eliminate all hostile forces rather than secure over half of the uplinks. The advantage of this is that the victory timer never begins so the enemy never gets to crash one of your uplinks or use its WMD. They will keep sending units to try to capture your uplinks, and you will keep destroying them.

Tanks make short work of transports and infantry trying to cross the bridge.

Send gunships across the river to locate and destroy hostile artillery and detect enemy reinforcements.

Invariably, the attackers will use their artillery to attack your units guarding the bridge. Before they can cause too much damage, send your gunships across the river to locate this threat. Use your gunships to attack the artillery, call in an air strike, or do both. Pull back as you come under fire. Keep destroying enemy units as they arrive. You can also use your artillery to attack the enemy uplinks. While you can't eliminate them, you can destroy their upgrades, preventing the enemy from calling in air strikes against your units.

If you are not a patient commander, you can always load your riflemen into transports and send them across the river to secure Delta and start the timer for victory. Just be ready for a WMD attack.

Retaliation Washington, D.C.

Mission: Conquest of Washington, D.C.

// Type: Conquest

// Attacker: Russia or Europe

// Defender: USA

Orders

// Objective: Secure over half the uplinks or eliminate all hostile forces

// Available Supports: Air support

// Enemy Battalion: 48th Tactical Battalion

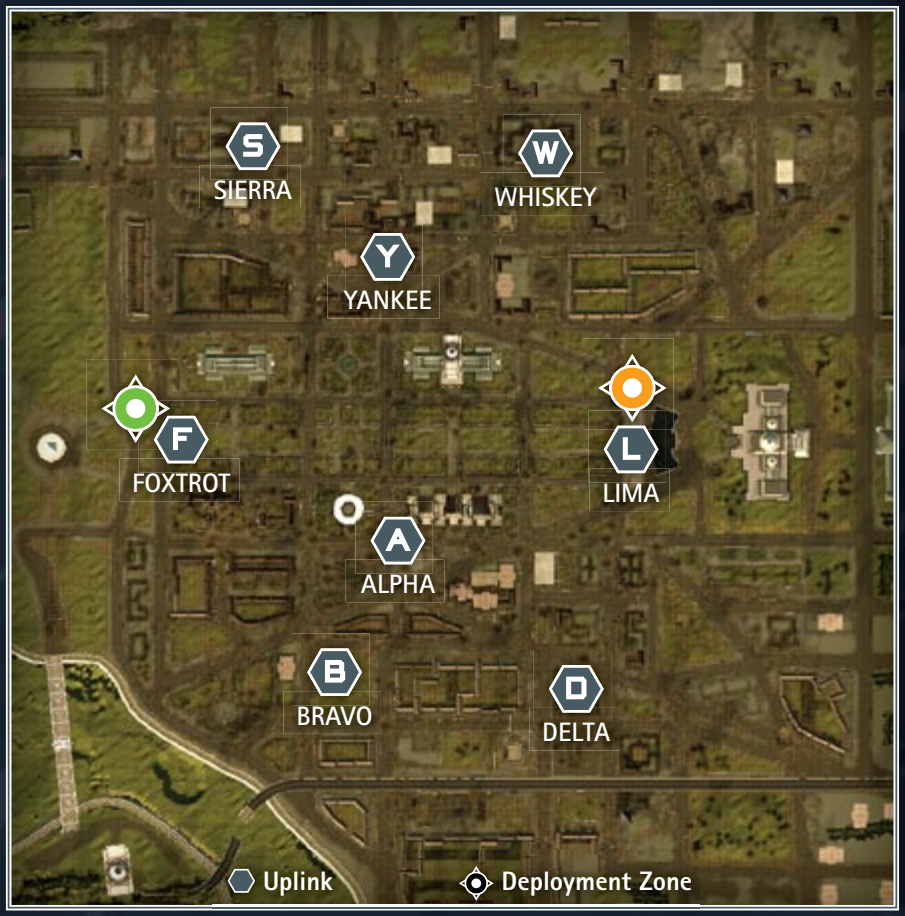
Initial Force Deployment

// Command Vehicle: 1

// Artillery: 1

// Engineers: 1

// Riflemen: 1



American Monuments

Washington has a large open area in the middle with buildings to the north and south.

This map has eight uplinks on it, so you must secure and hold five to win. The Russians deploy in the west while you deploy in the east. Between the two sites, there is a wide open area. The majority of the uplinks, however, are within the buildings to the north and south.

Send the riflemen to secure the uplinks in the south while the engineers take Lima.

To win this battle, you must secure uplinks in both the north and south. Get your riflemen moving to Alpha right at the start while your engineers secure Lima. Upgrade Lima so you have some air support. After securing Alpha, send the riflemen to secure Bravo and Delta as well. Then position them in a building from where they can cover Alpha and prevent enemy infantry from capturing it from you. Don't worry about upgrading these uplinks. The key is to secure and then defend.

The enemy sends tanks and other vehicles down the middle open area while moving infantry to the north and south.

After giving your infantry their initial orders, deploy gunships and combat transports for reinforcements. Also move your command vehicle and artillery to positions north and south of Lima, respectively. Position them so they have some cover from enemy fire from the west. Leaving them near Lima will just get them killed. After the engineers have Lima upgraded, send them to secure and upgrade Whiskey. As with your riflemen, garrison your engineers in a building near Whiskey so they can help defend it.

Use gunships, artillery, and air strikes to hit the advancing enemy out in the open.

Once your gunships arrive, send them west to detect enemy vehicles headed your way. You can expect hostile tanks, transports, and gunships. Also try to find their artillery and call in an air strike on it before it can get close enough to hit your ground units. It is important to stay vigilant while your gunships are near the enemy. If they start taking fire, move them away from the threat as quickly as possible. When their shields have regenerated, then move them back in for more attacks.

Gunships are also great for hunting down infantry.

In addition to going after vehicles, gunships are effective against moving infantry. While these enemies are advancing towards uplinks, order your gunships to attack them. This usually forces them to move into a building for protection. Send your gunships away so they don't take damage. Even if you don't destroy the infantry, you delay it by forcing it to take cover, thus buying your side time on the victory counter or so you can move in units to defend the uplinks.

Lima has been crashed.

As soon as you secure your fifth uplink, the battle goes into DEFCON. Make sure your units are spread out. The enemy usually crashes Lima, so be sure you have air support at another one of your uplinks. Even after you lose Lima, the victory counter keeps counting down since you control four of the seven remaining uplinks. From this point, go on the defensive to hold what you have since capturing the remaining three uplinks is difficult with the small force you are allotted for this mission.

Use your Kinetic Strike WMD attack to clear out a group of enemy units.

The attackers will use their WMD attack on your units. Expect some casualties. However, now you have access to your WMD—a Kinetic Strike. Wait for an opportunity where the enemy has more than one unit clustered together so you get more bang for your buck. Another target is the enemy uplink that has been upgraded—so that they can't use air strikes against you. Make sure your units are out of the way since a Kinetic Strike kills friend and foe alike. Continue engaging enemies and defending your uplinks until the counter reaches zero and victory is ensured.

WORLD WAR III CAMPAIGN

Getting Started

If you play through the Prelude to War campaign, you select a faction during the second-to-last mission. Once you complete those two missions and the tutorial campaign, you continue right on into the World War III campaign. You can also start the World War III campaign by itself at any time. At the start, you pick a faction for which you will be fighting throughout the campaign. No matter which avenue you take to get to this campaign, once your faction is determined, you then pick a battalion. Each battalion has its own unique bonus, such as increased damage or hit points. In addition, different types of battalions have more of certain types of units and less of others. While all battalions have 25 units, some have more tanks and fewer riflemen than other types of battalions.

NOTE

For more information on the various battalions, see the "Theatre of War" chapter.

Pick your battalion. Assault battalions such as the JSF 14th Assault Battalion are balanced and a great type for your first campaign.

After you select the battalion you will be commanding during the war, you are taken to the situation room. This is where you make all of your strategic decisions. Along the bottom of the screen, you will see the various options you can choose from the situation room. Before getting too involved with the course of the war, let's visit the barracks. Press the barracks button as indicated on the screen.

The Barracks

It's shopping time!

You begin the campaign with 800,000 credits. This balance appears in the upper-left corner of the situation room screen. These credits can be spent on upgrades for your units and battalion at the barracks. The barracks are organized by unit type. Next to each unit type are symbols that represent the rank of each of your units. At the start of the campaign, all units are the lowest rank—Recruit. As they take part in battles and defeat hostile units or secure uplinks, they will advance in rank. As this occurs, these units gain bonuses to both their attack rating and hit points. This information can be viewed in the details to the right of the ranks.

Select one of the unit types and press the upgrade button. A menu appears to the right of the unit type column. The names and costs of the upgrades appear as selections, with a description of the currently highlighted upgrade down below. Each upgrade also has a rank requirement. After you purchase an upgrade, only those units at that rank or higher get those upgrades.

Upgrade your units to make them more effective—and deadly.

There are four types of unit upgrades—attack, defend, mobility, and ability. Not all units have all four types of upgrades. Within each type of upgrade, there are levels. You must purchase each upgrade within a type in order. Therefore, if you want Attack 3, you first have to purchase Attack 1 and then Attack 2. Most upgrades increase the stats of your unit, for example damage, hit points, shields, and speed. However, some give your units a secondary weapon or new abilities.

You can also upgrade your supports. You always begin with Air Strike 1. However, to use electronic warfare or force recon supports, you must purchase the level 1 upgrades for them. Within the mission supports menu, you can also change the color scheme of your battalion for no charge.

NOTE

For more details on the upgrades available to the units in the game, check out the "Weapons of War" chapter.

Initial Upgrades

At the start of the campaign, you have only 800,000 credits. Go ahead and spend it all on your units right at the start so they will be more powerful for their first battle. At the end of each battle, you are rewarded with credits. The better you do, the more credits you receive. However, even if you lose, you still get some credits. Back at the barracks, you can purchase level 1 attack and defense upgrades for only 100,000 credits each. Focus on upgrading those units that fit your style of play and the type of battalion you have selected. Since you will need tanks, transports, and gunships, upgrade each of their attacks. Don't forget your infantry units. You need them to secure and upgrade uplinks. In addition to their attack and defense upgrades, they have some cool abilities you can purchase. Once you have spent all, exit the barracks. Your game and all of the upgrades you have purchased will be saved.

TIP

Purchasing the Forward Command upgrade is recommended right at the start. For only 100,000 credits, you gain the ability to move your deployment zone during a battle to any uplink you have secured. Since your initial deployment zone is usually on a map edge, moving it forward gets your reinforcements into battle much more quickly.

The Situation Room

Make your strategic decisions in the situation room.

Now that you have upgraded your units, it is time to put them to use. The situation room offers a view of the world. Use your controller to rotate the globe and highlight territories to get more information about them. As you might notice, there are three different types of territories. The basic type is a battlefield. Battles here are fought on these territories only for control. Winning or losing on one of these territories advances the front in favor of the winner. Bases are the second type of territory. They are either army bases or air force bases and provide the controlling player with force recon and air support, respectively. The final territory type is a capital city. Each faction has only one capital city, and these territories are tougher to capture. Capital cities also act as both army and air force bases.

Objectives

Press the objectives button to bring up a window showing the status of the campaign. To win, you must control either all three capital cities or a total of 25 territories. At the start, each faction has a capital city and 13 territories under its control. During each turn, you fight a battle and other commanders from your faction are also fighting. The more successful you are, the more likely they will win their battle against the enemy. Therefore, you can capture more than one territory at a time.

The Rules of War

To win this campaign, you need to understand the rules of World War III. First off, you can only fight one battle per turn. Which mission you fight affects not only the outcome of the territory in which you are fighting, but also how well your faction does overall for that turn. Defeating a higher-ranked enemy commander gives a boost to your allies on the front lines, and they will do better in their battles.

Raids are one type of battle you can fight. A raid is conducted from one of your territories against an enemy base, which does not have to be adjacent to your territory. If you win a raid, the enemy can't use that base for support for the next two turns. You do not capture that territory—you only temporarily disable its ability to offer support.

Capital cities are much more difficult to conquer. It takes three battles to conquer a capital city. First you must win a conquest battle where you capture the majority of uplinks. Then you must win an assault battle by defeating all enemy units on the battlefield. Finally you must win a siege battle by capturing the critical uplink from the enemy.

Select a Mission

Grissom or Arrabida?

Since we picked the JSF 14th Assault Battalion, the first turn in the campaign offers two missions—the conquest of either Arrabida or Grissom AFB. Press the details button to get more information on each. Grissom is a defensive battle. If you lose, you lose this air force base. However, if you win, you push the Russians back. Grissom provides its own air support, and since it is near Fort Campbell, you can get force recon support as well. Arrabida, on the other hand, is an offensive battle against the Europeans. Since you have no bases near it, you can't get either air or force recon support.

The mission briefing screen shows what supports are available, provides a map, lists your objectives, and has intel on your opposing commander and battalion.

You also need to see what type of commander you are up against. The higher the commander you defeat, the better your allies will do in their battles. To check on the commander, select a mission and then press the start button. This takes you to the mission briefing screen. Here you can see a SITREP map of the battlefield and find out the name and rank of your opposing commander and which battalion he commands. Now press the quit mission button to go back and look at the other mission. Both missions are against level 1 commanders, so this will not be a factor for the first turn.

Starting a Mission

Since Grissom has supports, let's pick it. Go to the mission briefing screen again. The intel shows that we are facing the Russian 20th Armored Battalion. Armored battalions are heavy on tanks and artillery while light on riflemen and gunships. Therefore, we want to use gunships to go after the enemy's strengths. Now press the ready button to get things going.

Select which units you want at the start of the mission at the force deployment screen.

The force deployment screen lets you select which units you want initially deployed to the battlefield. For this mission, we can only start off with two. A command vehicle and a squad of engineers are the default. Those are good for a start. As soon as the mission begins, you will be able to deploy another unit. However, it will take some time to arrive. Once you have your initial units selected, press the start mission button and get ready for some action.

In Combat

Your units are on the battlefield. Start giving orders.

Once the battle begins, immediately command your units. Since you need to secure uplinks, send your engineers to the closest one. You can also deploy another unit. Here you need to decide what you want to do. If you bring in more engineers or a squad of riflemen, you can send them to secure uplinks. On the other hand, if you get some gunships, you can send them off after the enemy. The choice is up to you. Just remember to upgrade your uplinks once they are secured and use them for air support. As you earn command points, use them to deploy more units to the battlefield as reinforcements.

NOTE

See the "Advanced Strategy and Tactics" chapter for tips to help you win not only this mission, but others in the campaign.

Winning the World War III Campaign

You need to consider not only the mission you are fighting, but also how the results of that mission will affect your allies and their battles. For example, while you are fighting at Grissom, your allies are fighting the battle you did not select—Arrabida. If you win and receive a high command rating for your efforts, your allies will win at Arrabida; you now have 15 territories and are on your way to the 25 necessary for victory. Here are some hints and tips to help you win this campaign.

1. The hardest mission each turn is the most important. Check the ranks of the enemy commanders in each mission. The higher the rank the more critical the mission and the higher the influence.

2. Focus on capturing critical territories. Some territories, especially bases and cities, are more important to the war effort, and a win there will have a greater effect.

3. Fight hard. The higher your command rating in the Mission Report the greater the chance that your allies on adjacent territories will also win and push the front line forward. Getting a 100 percent command rating gives a powerful boost to your allies.

4. Surround enemy territories. If a territory is completely cut off from its allied territories it is automatically lost to the enemy faction without a fight.

5. Support is critical. Raiding or occupying military bases increases the chance of your allies winning battles. The more support they have—and the less your enemy has—the better.

6. Increase the combat power of your forces. Keep your units alive to increase their rank, and go to the barracks to purchase upgrades for your units between missions. If they are taking a lot of damage, order them to evacuate.

TIP

There are several Achievements or Trophies you can earn during the World War III campaign. Not only are you rewarded each time you complete the campaign on one of the three difficulty levels, you can also get the Lightning War award by finishing the campaign in fewer than 15 turns and the Blitz award by capturing an enemy capital in only three turns. Finally, finish the campaign as all three factions on hardcore level and you will pick up the OpFor award.

On the Battlefield

In addition to the strategic phase of the World War III campaign, you must fight out each and every battle in order to achieve victory. Use the same skills and tactics you learned during the Prelude to War campaign. Following are some general steps that should be taken to help ensure victory.

Force Deployment

These considerations begin right at the force deployment screen. Start off by seeing what type of battalion you will be fighting against. Each type of battalion has a specialty, which indicates what type of units it tends to deploy. Therefore, you need to counter your opponent's strengths. Here are suggestions of what you will need to take on your opponent.

Countering Enemy Battalions

Enemy Battalion	Strengths	Counters to Deploy
Airborne	Gunships and Riflemen	Transports and Artillery
Armored	Tanks and Transports	Gunships and Tanks
Assault	Balanced Force	Combined Arms (Gunships, Tanks, Transports, Infantry)
Mechanized	Engineers and Transports	Tanks and Riflemen
Tactical	Command Vehicle and Artillery	Gunships and Tanks

Initial Orders

Your first orders once your battalion arrives on the battlefield are directly related to your initial deployment. For almost all missions, you need to secure an uplink. Order your infantry unit(s) to secure either nearby uplinks or central uplinks to take control of them before the enemy can. Which uplinks you choose depends on which strategy you are using as well as your style of play. Since gunships can move across the battlefield the quickest, they are often the first hostile units you encounter. Therefore, keep your transports ready—either delivering infantry to uplinks or protecting units vulnerable to gunships, such as tanks and artillery. After securing uplinks, order your infantry to upgrade those uplinks so you can receive support. In most cases, air support should be your choice since it is effective against all types of units.

Your initial force should include some of the countering units. However, since it is important to secure uplinks as quickly as possible, be sure to have at least one infantry unit. If the nearest uplink is far from your deployment zone, consider bringing along a transport to get your troops to the uplink quickly.

Completing Objectives

After securing your initial uplinks and gaining supports, it is time to focus on the objectives for the mission. Uplinks remain a key factor even if they are not the objective since you earn four command points for each uplink you secure, and the more you have under your control, the faster you earn command points throughout the battle. For assault missions, you also need to concentrate on destroying all enemy units. Since the enemy has the same objective, sometimes it is best to keep your units in a general area and wait for the enemy to come to you. Use UAVs and gunships to seek out the locations of hostile units, and then use the correct unit to go after and destroy them. Both raid and siege missions have time limits. If you are the attacker, you need to maintain momentum and work towards either destroying critical structures or getting infantry units to the enemy's critical uplink and capturing it. On the other hand, as the defender, your tactics should focus on delaying the enemy as much as possible and destroying those units that are the main threat—namely tanks and infantry. Keep pushing until you achieve your objectives.

DEFCON

Once one side has achieved its objective or has a major advantage over the other, the DEFCON phase of the battle begins. If you are on the losing side, you get to crash an uplink and use your faction's WMD. Go after the uplink right away. Pick one that is upgraded by the enemy and that would be difficult for you to capture. As a result of the crash, the enemy will lose some support, and the victory counter might stop if the enemy no longer is achieving the uplink objective. Before using your WMD, wait for a target of opportunity. You want to make sure your one use of the WMD inflicts as much damage as possible. Also try to target an enemy-upgraded uplink since the WMD will damage the uplink and remove its ability to offer support for the remainder of the battle. Just remember; using a WMD lets your winning opponent have access to a WMD as well. Therefore, if you can win without it, try to do so to avoid the massive destruction on your own forces.

If you are on the winning side during DEFCON, you have to react to what your enemy does. Spread out your units so a WMD does not wipe out your entire force. Also be ready to go after another uplink in case your hold on the majority of uplinks is lost when one of your uplinks is crashed. After your enemy uses a WMD, you gain access to your own. Use the same criteria as the losing side for choosing a target as well as for when to use the WMD.

NOTE

For full details on all the mission maps, please see the "Battlefield Maps" chapter.

THEATRE OF WAR

Theatre of War is the grand multiplayer campaign for *Tom Clancy's EndWar*. Players from all over the world compete against one another in individual battles with 2–8 players. The results of a day's worth of battles are calculated at the end of the day, and this information determines which factions won or lost territory and on which battlefields the conflict will continue for the next day.

Choose your Faction and Battalion

When you first begin the Theatre of War multiplayer campaign, you must select one of the three factions. Then, within each faction, you must choose a battalion to command. As you play through missions in the campaign, your units gain experience and you earn credits to spend on upgrades at the barracks. However, if you ever change your faction or battalion, you start off with a new battalion of recruits—and no upgrades if you changed factions. So you have to start over from scratch. Therefore, pick both your faction and battalion with care.

TIP

When you choose a faction, you are given some credits as a signing bonus. As the campaign progresses, some factions may offer you higher bonuses to join them. After selecting a battalion, you can then go to the barracks and immediately spend your bonus on upgrades for your units.

The type of battalion you choose depends on your style of play. There are five main types of battalions, which are similar no matter which faction you choose. Assault battalions are the most balanced and offer you the most flexibility for combat strategies. Airborne battalions are heavy on gunships and riflemen, while light on tanks and artillery. Mechanized battalions are heavy on engineers and transports at the cost of gunships and artillery. Armored battalions are heavy on tanks and artillery with fewer riflemen and gunships. Finally, tactical or signal battalions are heavy on artillery while light on transports. If you like to rush onto the battlefield to seize objectives before the enemy has a chance, the airborne battalion is best suited for your style of play. On the other hand, if you want the heavy firepower to pound your enemies into submission, then go for the armored battalion.

USA—Joint Strike Force

13th Airborne Battalion

// *Judgement from the Heavens*

// **Bonus—Riflemen:** -5% damage, +10% HP

// **Commander:** Col. Roger P. Funk

The 13th Airborne is an elite air-mobile force trained in a wide variety of insertion techniques, including fast rope and HALO jumps.

23rd Mechanized Battalion

// *Hell in a Helmet*

// **Bonus—Transports:** +10% damage, -5% HP

// **Commander:** Col. Nick Salvatore

The battalion is composed of rapidly deployable heavy infantry and transports able to perform a variety of conventional and special operations missions.

26th Mechanized Battalion

// *Drive It Like You Stole It*

// **Bonus—Engineers:** +10% HP

// **Commander:** Col. Joseph J. Gonzalez

Ready to conduct a broad range of missions across the operational continuum, the 26th is a classic example of the "Joint Strike Force" concept of maneuver warfare.

5th Armored Battalion

// *The Thundering Herd*

// **Bonus—Transports:** +5% damage

// **Commander:** Col. Marcus Brown

The 5th Armored is responsible for providing armored assets as well as anti-armor systems and expertise in their employment.

11th Armored Battalion

// *Guardians of Freedom*

// **Bonus—Tanks:** +10% damage, -5% HP

// **Commander:** Col. Steven B. Dersnah

This forward-deployed cavalry-centric force can conduct offensive and selected special operations under any environmental conditions.

3rd Tactical Battalion

// *No Better Friend, No Worse Enemy*

// **Bonus—Command Vehicle:** +10% HP

// **Commander:** Col. Mike Kim

The command and control element of the battalion is ready to directly reinforce or support its other combat elements.

22nd Tactical Battalion

// *Never Give an Inch*

// **Bonus—Artillery:** +10% damage, -5% HP

// **Commander:** Col. Paul Smith

This air-ground task force is designed to thoroughly exploit the combat power inherent in air and ground assets by closely integrating them into a single force.

8th Assault Battalion

// *Into the Fight*

// **Bonus—Riflemen:** +5% damage

// **Commander:** Col. Michael Haney

JSF commanders are granted an enormous amount of flexibility and autonomy in their command because they get the job done in any way possible.

14th Assault Battalion

// *First to Fight*

// **Bonus—Engineers:** +10% damage, -5% HP

// **Commander:** Col. Dmitri Williams

This battalion specializes in providing combat power by utilizing maneuvers, armor-protected firepower, and shock action to close with and destroy the enemy.

Europe—Enforcer Corps

Battlegroup 5 (Airborne)

// *Sound the Trumpets of Valor*

// **Bonus—Riflemen:** +10% damage, -5% HP

// **Commander:** Col. Karl Haider

This modular airborne infantry battalion can execute deep attack missions wherever they are required.

Battlegroup 8 (Mechanized)

// *Europa's Finest*

// **Bonus—Transports:** +5% HP

// **Commander:** Col. Santiago Arnavisca

This joint formation primarily consists of units from both the French and German armies. Its main combat units are an armored reconnaissance regiment.

Battlegroup 16 (Mechanized)

// *Death to Tyrants*

// **Bonus—Engineers:** +10% damage, -5% HP

// **Commander:** Col. Thierry Dubois

On permanent readiness, Battlegroup 16 operational units are self-contained to enable them to be deployed anywhere to conduct military operations ranging from peacekeeping to full-scale war.

Battlegroup 15 (Armored)

// *Steadfast and Strong*

// **Bonus—Transports:** -5% damage, +10% HP

// **Commander:** Col. Lukas Farber

Battlegroup 15 is a technologically advanced, flexible, deployable, interoperable, and sustainable heavy cavalry battlegroup.

Battlegroup 22 (Armored)

// *Unity Is Strength*

// **Bonus—Tanks:** +10% damage, -5% HP

// **Commander:** Col. Lars Beckenbauer

France provides the core of this armored battlegroup, while the engineering and logistic support is German.

Battlegroup 12 (Tactical)

// *Precision in Battle*

// **Bonus—Transports:** +5% damage

// **Commander:** Col. Tim Schwider

This command battlegroup is supported by exceptional artillery. The high standard of Battlegroup 12 means that it is frequently requested by other forces.

Battlegroup 10 (Tactical)

// *For the Homeland*

// **Bonus—Artillery:** +10% damage, -5% HP

// **Commander:** Col. Alain DuBarry

This HQ company has a mixed force. Since its creation, a dozen members of Battlegroup 10 have been decorated for courage.

Battlegroup 28 (Assault)

// *Bravery and Discipline*

// **Bonus—Gunships:** +10% damage, -5% HP

// **Commander:** Col. Guillaume Delas

This flexible armored reconnaissance battlegroup provides quick response operations to support diplomacy as required.

Battlegroup 6 (Assault)

// *First to Fight*

// **Bonus—Gunships:** +5% damage

// **Commander:** Col. Claude Moreau

Battlegroup 6 is a joint and combined armed force designed to be rapidly deployable. It can deal with the security of European citizens anywhere on the globe.

Russia—Spetsnaz Guard Brigade

56th Airborne Battalion

// *Effective Intimidation*

// **Bonus—Riflemen:** +10% damage, -5% HP

// **Commander:** Col. Aleksandr Kurochnik

The 56th Airborne holds a fierce reputation as one of the best special forces in the world due to the very harsh standards of its training. It is based in the North Caucasus Military District.

8th Mechanized Battalion

// *For the Motherland*

// **Bonus—Transports:** +10% damage, -5% HP

// **Commander:** Col. Fyodor Savilov

Far superior to the regular Russian forces, the SGB is superbly equipped with state-of-the-art small arms and equipment.

19th Mechanized Battalion

// *It Will Take Many Bullets*

// **Bonus—Engineers:** +10% damage, -5% HP

// **Commander:** Col. Mikhail Lemzenko

This is a well-trained and well-equipped battalion, offering superior mobility and firepower. Operatives are trained in driving and piloting all forms of vehicles.

35th Armored Battalion

// *Big Tanks Thirst for Blood*

// **Bonus—Transports:** +5% damage

// **Commander:** Col. Yuri Tankayev

The 35th Armored has a history that can be traced back to the Cold War. These units have been preparing for war in Europe for 50 years.

20th Armored Battalion

// *Spirit of Stalingrad*

// **Bonus—Tanks:** +5% damage

// **Commander:** Col. Genedy Filatov

Created to carry out deep strike and offensive missions against NATO forces, this is one of the most decorated Spetsnaz forces in Russia.

48th Tactical Battalion

// *Today We Feed the Crows*

// **Bonus—Command Vehicle:** +10% HP

// **Commander:** Col. Georgi Sokolov

This battalion was formerly known as an elite Cold War era sabotage unit; one unit is constantly participating in offensive operations.

44th Assault Battalion

// *We Bury Fascists*

// **Bonus—Artillery:** +10% damage, -5% HP

// **Commander:** Col. Valentin Ershov

This battalion is ready to execute reconnaissance missions and high-intensity combat operations. The majority of the unit is stationed at Moscow.

27th Assault Battalion

// *You Won't Break Us*

// **Bonus—Artillery:** +5% damage

// **Commander:** Col. Viktor Lobanov

These rapid deployment forces can advance, withdraw, concentrate, and disperse without abandoning ground to the enemy.

Preparing for Battle

Before you begin the Theatre of War, it is a good idea to get some experience under your belt. Be sure to play through the Prelude to War campaign so you get a feel for the combat system and how to use your units to achieve your objectives. See the "Prelude to War Campaign" chapter for a walkthrough of the missions. Once this tutorial campaign is completed, continue on through the World War III campaign so you get a feel for the strategic level of the game, where you pick and choose your next battle. After you have at least played through a few turns of this campaign, you are ready to give Theatre of War a try.

Skirmishes

During each turn or day of the campaign, you have a choice of battles in which you can participate. However, before rushing in to fight on unknown ground, play a skirmish mission for that battle. Skirmishes let you select the battlefield, the type of mission, and the opposing factions. Therefore, if one of your choices for the campaign is an assault mission at Brenner Pass, set up a skirmish mission with the same factors. Then you can play it against the AI and get a feel for the terrain of the battlefield and the type of orders you need to give to achieve a victory. Then after you have played this mission at least one time through, play against another human player in the Theatre of War campaign, where the results count.

TIP

While practicing a battle in a skirmish mission, set the difficulty to normal or even hardcore so you will be ready for whatever the human enemy throws at you during the campaign.

Skirmishes can also be played online. Unlike the Theatre of War campaign battles, skirmish missions are non-ranked. You can choose to play against anyone in a open match, or create a private match to play with or against your friends or other players you have recently played against. Just send an invitation for them to join. Skirmishes are a good way for players of one faction to practice for the current battles and try out new strategies and tactics to see how they work.

You can't use your persistent battalion from the campaign during skirmish missions. However, during the force deployment phase at the start of the mission, you can choose a task force. These reflect the different types of battalions in the campaign games. By default, all skirmish battalions are assault task forces. However, you can select from five different task forces—each with unique strengths.

Skirmish Task Forces

Type	Description	Bonus
Assault	Balanced task force able to adapt to multiple threats and objectives. Optimal to retain tactical flexibility and faction advantages.	All units begin at rank 2; secondary attack for US engineers, European gunships, and Russian artillery.
Airborne	Rapid assault task force. Optimal for penetrating enemy lines, urban warfare, and stealthy operations.	All gunships and riflemen begin at rank 3 and are upgraded with a secondary attack.
Armor	Heavy cavalry task force for direct assault and rapid maneuver. Optimal for open terrain.	All tanks and transports begin at rank 3 and are upgraded with a secondary attack.
Mechanized	Light cavalry task force for rapidly securing and upgrading uplinks. Optimal for mixed terrain with numerous uplinks or to counter air assault.	Engineers and transports begin at rank 3 and are upgraded with a secondary attack.
Tactical	Command and control task force for long-distance recon and bombardment. Optimal for defensive operations.	Command vehicles and artillery begin at rank 3 and are upgraded with a UAV attack or secondary attack.

TIP

Not all battlefields can be selected for skirmishes. If you don't see your upcoming battle as a choice, check out the "Battlefield Maps" chapter of this guide. Look up the map on which you will be playing, and the entry will inform you which skirmish map is similar. Then use that map for your practice.

The Balloon Goes Up

The Prelude to War campaign takes you through the story of how the world in 2020 goes to war. The Theatre of War campaign places you right in the opening battles once World War III has begun. Just as in the single-player World War III campaign, you will use the strategic display to learn how the war is faring for your faction, visit the barracks to spend credits on upgrades for your battalion, and then select your next mission. Unlike the single-player campaign, you can fight as many battles as you want during each day-long turn. At each current battle for the day, a meter shows how the opposing factions are doing. The faction with more victories for that battle during the day will win the battle and achieve their objective. They may capture the territory, disable an air force or army base for a few turns so it cannot lend support to nearby enemy battalions, or begin the process of capturing an opposing capital city. Once one faction has achieved its campaign objectives, usually capturing a set number of territories and both enemy capitals, the current campaign game ends and another begins. You can view your victory conditions by pressing the button indicated at the bottom of the screen in the situation room.

NOTE

For more information on the strategic display and the barracks, see the "WWIII Campaign" chapter.

Battling with Other Commanders

During the massive multiplayer campaign, you can play against another person in a one-vs.-one battle or along with one to three other players of your faction against a number of enemy players. The maximum number of unit slots available to any team is twelve. Therefore, if you are playing individually against another single player, you can have twelve units. In two-vs.-two battles, each player can have a maximum of six units on the battlefield at one time.

Human opponents can be tough because they may make irrational decisions and surprise you. While the AI can be somewhat predictable if you play enough battles against it, you never know what to expect from a human opponent. Be ready for anything. During the force deployment phase at the start of a battle, see what type of hostile battalions you will be fighting. You can't change your type of battalion, but you can get an idea of the types of units your enemy will be deploying. For example, if you are fighting against an armored battalion, expect a lot of tanks and artillery. Deploy gunships to counter these threats right at the start.

Working as a Team

When playing with another player on your side, it is important to communicate. Find out what type of battalion your teammate commands and use each of your strengths to help the other. If you have an airborne battalion and your teammate has a tactical battalion, you can focus on gunships and riflemen for moving fast across the battlefield while your teammate concentrates on artillery and tanks. While you secure uplinks and recon the battlefield, your teammate can go after enemy units to keep them away from your more vulnerable infantry.

On the other hand, if you both have the same type of battalion, split up the battlefield. While one focuses on the northern half of the map, the other concentrates forces in the south. The key to a victory is talking to your teammate. Press the chat button on your controller to speak to your partner.

Post Battle Reflection

After the battle is over, whether you win or lose, check out the results. It is also a good idea to save a replay of the battle—especially if you lose. Then you can view the replay to see what your opponent did to surprise you and win the battle. If you played with teammates, chat about what worked well or what needs improving. By reflecting on your actions and their results after the battle is over, you can learn from your mistakes and become an even more effective commander for the next battle.

NOTE

For detailed maps, strategies, and tips specific to each of the 39 territories in the Theatre of War campaign, check out the "Battlefield Maps" chapter. Also be sure to browse the tips from the game developer in the appendix as well as the achievements and trophies you can earn.

BATTLEFIELD MAPS

Tom Clancy's EndWar includes 39 different battlefields found in the World War III and Theatre of War campaigns; 25 can be played in Skirmish mode against either the AI or other online players. This chapter is useful for planning out which strategy you want to use for a battle before it begins. See the "Advanced Strategy and Tactics" chapter for details on different strategies.

NOTE

Some of the battlefields in the game are similar. In those cases, a map is included along with a note stating which primary battlefield it is similar to. Refer to those primary battlefields for greater details on the uplinks and other critical structures.

Arrabida

The European Federation defensive uplink cluster in Arrabida, Portugal, provides the primary aerospace defenses for the entire Iberian Peninsula.

Assault and Conquest Missions

Arrabida offers a lot of flexibility. You can advance along the flanks or drive down the middle. The southern player should quickly move to secure and upgrade the uplinks at Alpha and Bravo, while the northern player should do the same for Delta and Foxtrot. Sierra and Lima are the next to get if you want to go along the flanks. Follow this strategy if you are using mostly infantry and want to avoid running into the main enemy force. On the other hand, controlling Yankee and Zulu across the middle can form a good front that is tough to get around and serves as a springboard for pushing on towards the enemy's deployment zone. Due to the open terrain in the center of the map, armored battalions should push tanks across the middle of the map, where their powerful guns can destroy lighter units trying to cross this area.

The buildings between Delta and Yankee are great positions for infantry. Garrison a squad of riflemen in one of them and they can cover both Delta and Yankee, killing any enemy infantry that try to secure them.

Tanks can dominate the middle of Arrabida. Use them to hunt down enemy units.

Use gunships to counter enemy tanks. These helicopters work well either on their own or with some tanks in case you run into enemy transports.

Uplinks such as those at Foxtrot and Bravo are surrounded by nearby buildings that can be garrisoned with infantry to help defend them.

Bedford Level

Primary aerospace defense systems for England are coordinated through the uplink cluster in this region. It provides security from the middle of the English Channel well into Scotland.

Assault and Conquest Missions

NOTE

This map is similar to Springfield.

Bedford Level offers a lot of open terrain. Infantry moving on foot are extremely vulnerable. Therefore, instead of using lots of infantry squads, use only a couple and have transports carry them about the battlefield—especially after the first few opening minutes when enemy gunships or tanks can be prowling. A flanking strategy works well on this map. Send units to secure the two uplinks to the east and west of your deployment zone. Then begin advancing north or south to secure the uplinks along the eastern and western map edges. If you can control and hold on to five, then even after your opponent crashes one of them, you will still have four of the remaining seven and the countdown timer will keep ticking down to your victory.

Brenner Pass

This mountain pass between Austria and Italy is a key strategic pass. It is the highest positioning point of the European Federation's missile defense uplinks.

Assault and Conquest Missions

NOTE

For assault missions, the deployment zones are near Bravo and Lima.

Although this is a medium-size map, the two large mountains in the north and south really focus the action right in the middle. During conquest missions, secure the three uplinks along your side of the map. Consider sending infantry to secure Zulu right at the start and hold it while reinforcement infantry secure closer uplinks. As soon as you have four uplinks, the enemy will get to crash an uplink and use a WMD, so keep your units spread out and rush for one of the other uplinks along the central map edge on the opposite side of the map. Take a lot of tanks, gunships, and transports for your initial deployment, then deploy a couple of engineer squads to upgrade the two uplinks near your deployment zone for either air support or electronic warfare. Hit hard with your three main types of vehicles as you push them across to the opposite side of the map so you can try to destroy the enemy before they are able to deploy a lot of reinforcements.

Zulu, located in the center of the map, is a key location. Garrison infantry in the houses near it and in the complex to the south.

For assault missions, mass your units and send them all towards Zulu. As the enemy approaches, order your units to attack hostile units against which they have an advantage.

If you concentrate two or more of your units against one of the enemy's, the battlefield will end up scarred with the wrecks of your opponent's vehicles.

To help protect the uplink by your deployment zone from a sneak attack along the east–west passes, position an engineer or riflemen squad in the houses either north of Delta or south of Sierra. They can at least slow down a hostile force until you can send reinforcements to stop them.

Carpathia

The Carpathia uplinks were constructed by Russia in 2018. They provide redundant coverage of the critical nodes protecting Russia's Black Sea oil and natural gas pipeline systems.

Assault and Conquest Missions

NOTE

This map is similar to Shenandoah Valley.

This battlefield has nine uplinks on it. As a result, you have to secure five just to start the countdown. Right at the start, send a transport platoon with an engineer squad to secure Yankee. Then secure all of the uplinks on your side of the bridge to gain control of a majority of the uplinks. Order your engineers to place minefields on the bridge, the roadway near Lima, and at the entrances to the complex where Yankee is located. These minefields will help slow down enemy drives to get to the uplinks in your area.

Chattanooga

Constructed within the highest peaks of the Appalachian Mountains, the Watauga missile shield uplinks are the highest-positioned US shield uplinks east of the Mississippi.

Assault and Conquest Missions

NOTE

This map is similar to Brenner Pass.

The two mountains really split up this battlefield. Most combat will take place right in the middle around Zulu. Load up some riflemen in a transport and rush to secure Zulu right at the start. Then garrison the riflemen in a nearby building. Use other infantry to secure the other two central uplinks closest to your deployment zone and the one near your deployment zone to start the victory countdown. Artillery can be quite useful here.

Copenhagen

Copenhagen is the home of European Federation's northern fleets. From this naval base the federation is able to project all necessary force to defend the vital North Sea and Baltic Sea pipelines.

Assault and Conquest Missions

The key to this map is to secure the two central uplinks at Bravo and Lima. Position defenders near them and also secure the two uplinks near your deployment zone. Even if your opponent crashes one of your uplinks, you still have three of the five remaining, so the victory counter will keep going. If you are deploying in the south, try to rush some units up to the towers along the wall north of the park in the center to cover the only two routes the northern force can move through to get to the central part of the map. Try playing this mission with lots of infantry with a bit of support from transports and artillery.

Uplinks Bravo and Lima, in the grassy area in the middle of the map, are good locations for a new deployment zone, allowing you to drop your reinforcements close to the action.

The northern and southern uplinks (such as Foxtrot, shown here) are near several buildings. Infantry garrisoned in nearby structures can defend them. Also use your own infantry to secure hostile uplinks in these areas in order to clear out hostile defenders.

Use a squad of engineers to defend at Bravo or Lima. The nearby woods provide some protection. Make sure your troops take cover right at the uplinks so they can engage any enemy units that approach.

During assault missions, position your units near the gates to hammer any enemy units as they pass through to get to your force.

Raid Mission

The defender should rush forces including engineers to the towers along the walls in the east and west to make it difficult for the attacker to move through the gates to get to the critical structures. The attacker should try to grab all three southern uplinks and upgrade them for air support—especially if you have level 2 or 3, which can cause a lot of damage to structures—and then send several platoons of tanks through the western gate. Go after Delta, Alpha, and then Zulu. Don't waste your time on the fortified structure at Foxtrot. Due to the nature of this mission, the defenders will often use infantry and gunships while the attackers go mostly for tanks, which are good at destroying structures. Since this is a raid, you can't deploy artillery.

Infantry in these gate towers can be tough to destroy. As the defender, place a engineer squad in one of the two towers at each gate.

If you're the defender, use your engineers to plant minefields at the entrances to the base.

Uplink Foxtrot is a fortified structure, so go after the other structures, which are easier to destroy.

Attackers should secure the uplinks at Bravo and Lima, using one as a new deployment zone if you have the Forward Command upgrade.

Dukovany

This reactor complex houses the Russian Fusion Core Reactor Project. The core continually produces 200 gigawatts.

Assault and Conquest Missions

Dukovany provides for some very fast battles; since it only contains three uplinks, DEFCON begins in conquest missions as soon as one side secures two. Send your main force towards Foxtrot—the central uplink—to secure and defend it. Send a riflemen squad to secure the uplink closest to your deployment zone. Be ready for the enemy to crash one of your uplinks. Then you can either go after the uplink next to the enemy deployment zone or concentrate on destroying all hostile units in order to win. Assault missions can be a battle royal right in the center of the map. Be sure to maneuver your units as necessary so they can use their secondary attacks if available. The buildings and structures on this map limit line of sight in several areas.

Foxtrot will see a lot of fighting. Garrison engineers in the building right next to it to defend this uplink. Also consider upgrading it for electronic warfare support, which can give your infantry a chance when engaging hostile vehicles.

Since gunships are the fastest units and will usually be the first hostiles you encounter, be sure to bring along some transports to shoot them down.

Since both sides have more initial units during an assault mission, keep your force together and push towards Foxtrot for a big battle. Get engineers into the buildings to help support your vehicles.

Fort Campbell

Fort Campbell is the headquarters base of the JSF and home to the 101st Airborne Division, the first and greatest fighting division of the JSF.

Assault and Conquest Missions

Fort Campbell is a night map, which can make visual detection of enemy units—especially infantry—difficult. This battlefield is great for flanking. There are also lots of buildings in which you can garrison your infantry. The uplinks at Foxtrot, Sierra, and Zulu create a front across the middle of the map, though it will take some time to secure all three locations. If your opponent divides his or her force to try to secure multiple uplinks, keep your force concentrated and go after the hostile units one at a time, securing uplinks as you go.

Move your infantry across this map in transports as available. However, if you run into hostile infantry in cover, disembark your own riflemen to deal with them while your transport moves to a safe distance.

Tanks are somewhat at a disadvantage on this map since there are lots of structures for garrisoned infantry and there are few open areas where tanks can really use their long-range firepower effectively.

Since this is a night mission, seek out and destroy the enemy command vehicle. This will limit the enemy's detection ability—especially if you are using stealth riflemen. Locate the command vehicle with your gunships and then use electronic warfare to disable it while your gunships attack, or call in an air strike.

During assault missions, Sierra is usually the location of the main fight, since it lies in the middle of the map and along the axis between the two deployment zones.

Raid Mission

The defender has it tough for this mission since the critical structures are spread out. Focus on defending Bravo and Sierra first. Send infantry to both Yankee and Zulu to secure and upgrade them for support. The attacker should secure both Alpha and Delta and upgrade them for air support. Meanwhile, send some tanks to destroy Bravo. Then take your force of tanks, along with some transports to help against gunships, to destroy Whiskey. Finally, call in air strikes to destroy Sierra. You don't have to send a unit over there at all.

Three platoons of tanks will make short work of the large building at Bravo. Have them ready to go in your initial deployment, and form them into a single task group.

Push your tanks on to Whiskey once Bravo is destroyed. By this time, the defender should be able to put up some resistance.

The defender should send gunships out initially to stop the attackers' tanks. Also position engineers in buildings along the routes the attackers must take to get to your critical structures.

Foxtrot is a fortified structure. It will take a lot of damage, so avoid it and go after easier targets.

Fort Levski

This Russian Army base houses the Spetsnaz Guard Brigade's underground headquarters complex. The complex entrance is built into the cliffs in the southeastern corner of the base.

Assault and Conquest Missions

Fort Levski offers a lot of possibilities for strategy. There are eight uplinks on this map. Bravo and Lima dominate the center of the map and are separated by a large building that serves as a great garrison for infantry. However, if your opponent goes for the middle, pick up the uplinks on the flanks instead. In fact, a flanking strategy works very well. Secure the uplink near your deployment zone and the uplinks on the northeast and southwest edges of the base. This gives you five of the eight uplinks. Even after the enemy crashes one of your uplinks during DEFCON, you still have four of the seven remaining and the counter will keep counting down to your victory. .Artillery can be very effective on this map, especially if you have infantry garrisoned in the middle of the map to act as spotters. On the other hand, use your gunships to scout out enemy artillery and destroy it before it damages your units.

Load up engineers in transports and send them to a couple of the uplinks on the flanks—Delta and Sierra, or Whiskey and Yankee.

The uplinks in the center can change hands several times. Send in riflemen to clear out enemy infantry defending these uplinks.

Garrison infantry in the large building in the middle of the map between Bravo and Lima. Not only can they protect these uplinks, but they also have a great view of the battlefield from this structure on a hill.

Move your deployment zone to either Bravo and Lima so you can bring reinforcements right into the battle.

Raid Mission

The defender must rush units north as quickly as possible. Since the attacker is likely to use tanks for their destructive power, send in gunships, which can get there quickly and deal with the tanks. Also garrison engineers in buildings in front of the critical structures so they can engage hostile units before the enemy can attack the structure. Even if the enemy stops and eventually destroys your infantry units, they are buying time that the attacker may not have. Both sides should secure the two uplinks near their deployment zone and use them for air support. The attacker should quickly send a force to destroy Alpha, which is fairly weak. Then, depending on enemy defenses, go after Sierra or Bravo. Then destroy one more structure for the victory.

Gunships work great for rushing ahead and scouting what the attacker is sending towards your critical structures. Send the gunships to Bravo and use the zoom view to look for and identify enemy units before they are electronically detected and identified.

Lay waste to enemy tanks since they can cause the most damage to your structures.

Once the tanks are destroyed, forget about enemy infantry and send your gunships to attack the enemy uplinks. While they can't destroy the uplink, they can damage its support function, preventing the enemy from using it for air support. You can also use your own air strikes to hit enemy uplinks. Just give the voice command "Air Strike Foxtrot" to attack the uplink near the enemy's deployment zone.

When attacking, it is vital that you send a platoon of transports with your task group of tanks. The transports can shoot down the tanks' main scourge—hostile gunships.

Glen Albyn

The Glen Albyn cluster is along the A82 near the Caledonian Canal. It provides the missile defense coverage for all of Scotland and redundant overlap to Ireland and England.

Assault and Conquest Missions

NOTE

This map is similar to Shenandoah Valley.

This battlefield has nine uplinks on it. As a result, you have to secure five just to start the countdown. Right at the start, send a transport platoon with an engineer squad to secure Yankee. Then secure all of the uplinks on your side of the bridge to gain control of a majority of the uplinks. Order your engineers to place minefields on the bridge, the roadway near Lima, and at the entrances to the complex where Yankee is located. These minefields will help slow down enemy drives to get to the uplinks in your area.

Grissom AFB

Grissom Air Force Base in Indiana is a vital link in America's defensive armor. This airbase houses the majority of current reserve air forces of the US.

Assault and Conquest Missions

Grissom Air Force Base has already come under attack. Over half of the uplinks are damaged so you can't upgrade them. For conquest missions, secure four uplinks and defend them with minefields and sentry drones. Wait for the enemy to secure the other five and trigger DEFCON. Since you are losing, you then get the power. Crash the uplink near the enemy's deployment zone—definitely not one that is damaged—then move your troops to secure a fifth uplink so you are now winning. Hold off on using the WMD since as soon as you do, your enemy can do likewise. As long as you don't use it, the enemy never gets the chance. However, if you see a large force coming at you, let them have it—just have your units scattered before you let loose with the destruction.

NOTE

For assault missions, there is not an uplink at Whiskey.

Five of the southern uplinks have been severely damaged: Bravo, Lima, Sierra, Yankee, Whiskey. While they can be secured, they can't be upgraded.

Artillery is a must on this map if the enemy is using infantry. Once those infantry are in cover or garrisoned in a building, artillery is the best way to get them out.

The undamaged uplinks are a popular commodity at Grissom. Get your infantry to quickly secure as many as they can and upgrade them.

Using a WMD and crashing an uplink can be a part of your strategy on this battlefield. Just remember that if you are the first to use a WMD, your enemy can retaliate.

Raid Mission

For the raid mission, Grissom only has four uplinks—two of them are too damaged to upgrade. Therefore, if you are the attacker and usually rely on level 2 or 3 air strikes to destroy some of your objectives, you will have to rely on tanks this time. Send riflemen on foot to secure Zulu so you have at least some air strikes available to you. Then send two or three platoons of tanks to destroy Lima with a couple platoons of transports for protection against enemy gunships. After Lima is destroyed, go after Whiskey and Sierra next to claim victory. Defenders should quickly secure Alpha with some engineers and upgrade it with electronic warfare. Lima will probably be destroyed, so let it go. Instead concentrate on defending Foxtrot and Whiskey. Use gunships and engineers as your main defenders. Since the enemy is likely to cluster units in order to attack a structure, a single electromagnetic strike can disable several at once, giving your units a chance to destroy them.

Without a lot of uplink upgrades, the attacker must rely on tanks. As a result, the defender should beef up the number of gunships to destroy those tanks.

Get infantry into the two undamaged uplinks and secure them. Use sentry drones to help keep the enemy from capturing them.

Use electronic support attacks to disable units such as gunships or tanks. That takes down their shields and weapons systems temporarily and makes them vulnerable to attack by your units.

Delta, a fortified structure in the west, is a tough nut to crack. So the attacker should concentrate on the structures in the center and east.

Istra

The Russian-built Dalmatia uplink cluster was deployed in 2019 despite the European Federation's protests that its true purpose was to hack and interfere with their defense cluster in Brenner Pass.

Assault and Conquest Missions

NOTE

This map is similar to Arrabida.

Istra battles take place at night. As a result, it is a good idea to bring along a command vehicle so you can use its detection capabilities. If your riflemen have the stealth upgrade, deploy several of these squads and send them out to secure the uplinks on the eastern flank—Bravo, Foxtrot, and Sierra. Infantry can move between these uplinks without having to cross large areas of open ground. Since it is night, artillery also is a good choice since it is more difficult to see in the distance. Be sure to use the buildings between Delta and Yankee. From them, infantry can cover both of these uplinks.

JFK Space Center

The John F. Kennedy Space Center is the primary construction and launch site for the US Freedom fleet, military shuttles for the next generation of US space dominance.

Assault and Conquest Missions

JFK is a balanced battlefield with most of the uplinks located on the flanks. Secure the uplink right next to your deployment zone. Then try to secure a cluster of three uplinks in either the northwest or southeast, and also grab onto and hold one of the uplinks in the other cluster so you have five of the eight. Another option is to go after the uplink near your opponent's deployment zone after you secure a cluster on one side—especially if your opponent has forward deployed his or her deployment zone.The area around the central launching platform is pretty wide open. While it is good for tanks, it is deadly for infantry. Therefore, if your battalion is focused on infantry, send them out in transports to secure uplinks on the flanks, where they can more easily find cover.

The enemy sends tanks through the middle of the map. They are just sitting ducks for your gunships.

Load up your infantry units into transports and then send them to secure uplinks on the western and eastern flanks. While the infantry are doing their job, move the transports to attack enemy gunships. There is no reason they need to stay near the uplink with the meter running.

The western side of the map contains lots of woods through which your infantry can move on foot and be in cover the entire time. It is also difficult for vehicles to attack infantry in the middle of forested terrain. The player who begins in the south should really take advantage of this terrain.

During assault missions, keep your force's land vehicles concentrated and let the enemy come to you. Go ahead and send out gunships to scout for enemies.

Kurzeme

The Kurzeme uplinks were deployed by Russia as protection for the Baltic Pipeline Systems that run through the Baltic Sea area. Those two systems carry 2.9 million barrels per day of oil from Russia into Europe.

Assault and Conquest Missions

NOTE

This map is similar to Arrabida.

Kurzeme is a good map for several different styles of play. You can either advance along the flanks or drive down the middle. Controlling Yankee and Zulu across the middle can form a good front that is tough to get around. If your deployment zone is in the south, get some engineers and riflemen up to the town between Delta and Foxtrot and garrison the northern buildings. These infantry can engage enemy reinforcements as well as spot for artillery and air strikes—destroying or at least damaging hostile units before they can really get into the battle.

La Mancha

La Mancha is an arid elevated plateau of central Spain, south of Madrid. It houses one of the largest wind power plants in the European Federation.

Assault and Conquest Missions

The two central uplinks at Delta and Foxtrot are key to this battlefield. Quickly send troops to secure both of them to form a line across the center of the map, then pick up the two on your side. Expect to lose one of the center uplinks during DEFCON. However, if you can hold onto the other along with your two in the back, you will still have enough to win during a conquest mission. Due to the terrain, artillery can be very effective. Position it behind one of the hills and use other units to spot for it.

Since infantry are extremely vulnerable in the open terrain throughout this battlefield, use transports to get them quickly and safely to their destination.

If the enemy has secured Delta, and has several units in the center to guard it, send your infantry in on foot from the north since vehicles can traverse the rock-strewn northern slope leading up to the castle.

If you have high-level air support, you can really hurt the enemy with air strikes. Use them on artillery or tanks that are causing damage to your force.

Enemy artillery can be tough to find if they are hiding behind hills. Send in your tanks to deal with it. However, instead of engaging the artillery at long range, order your tanks to move in right next to the artillery so your tanks are too close for the artillery to fire at you.

Le CEITO

Located on an elevated limestone plateau in southern France, CEITO (Centre d'Entraînement de l'Infanterie au Tir Opérationnel) is the largest infantry and armor training camp in the European Federation.

Assault and Conquest Missions

This is an interesting map. Most of the fighting takes place between Bravo and Sierra. However, if you begin in the west, send a transport and some infantry to secure Whiskey and then Foxtrot. Engineers in the towers near Foxtrot have a great field of fire at enemy units approaching from the north. On the other hand, if you begin in the east, secure Foxtrot to prevent your opponent from using it against you, then concentrate on securing and holding the uplinks near your deployment zone and then either Alpha or Sierra. If you control the compound in the south, try positioning artillery inside it. They are tough to kill behind those walls and they can hit both Sierra and Bravo without being visually detected by enemy units down below.

Much of the fighting on this battlefield takes place around Sierra. Get to this uplink quickly and secure it.

The compound in the south has a lot of buildings, making this a good place for infantry to fight. Garrison them near the uplinks.

Bring in gunships to help your infantry in the south since they can fly right up and over the cliff side and walls. Since this map really has two distinct battle areas, gunships are great for getting firepower to a position as quickly as possible.

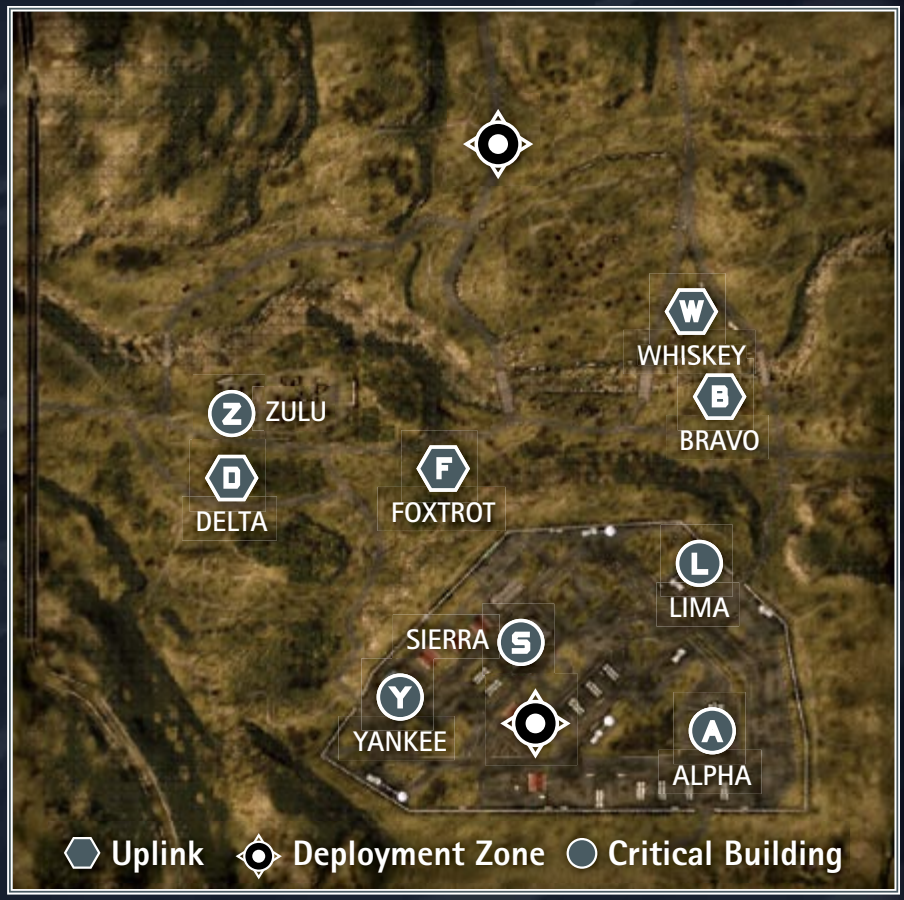
Tanks and artillery can dominate the northern part of the map along the river. Use the tanks to take on infantry out in the open and transports while you call in artillery to blow up infantry garrisoned in buildings.

Raid Mission

The attacker should quickly secure as many uplinks as possible and upgrade them for air support. Zulu is an easy target, so destroy it right away before the defenders can protect it. Then move into the walled city through the eastern entrance to destroy Lima and Alpha. Another strategy, if you have level 2 or 3 air strikes, is to grab all of the uplinks and then call in air strikes on Lima and Yankee without ever having to approach the city walls. Avoid Sierra since it is a fortified structure and tough to destroy. The defender should try to secure at least half of the uplinks to deny them to the attacker, and also secure the entrances to the city with minefields and engineers in the towers.

Send your tanks immediately to destroy the structure at Zulu.

If you load up some infantry in your transports right at the start, send the transports to Foxtrot so they can attack any gunships going after your tanks. Once they get there, unload the infantry and use them to secure the uplink.



Send your tanks, transports, and gunships to all make short work of the critical structure at Yankee.

Call in an air strike on Lima. Even a level 1 will take out the large LPG tank with a single hit. Just make sure you don't have any units around.

Macgillycuddy

Constructed near the Macgillycuddy Reeks, this uplink cluster is the only strategic space defense position built in Ireland.

Assault and Conquest Missions

NOTE

This map is similar to Arrabida.

No matter what type of battalion you command, Macgillycuddy provides a lot of flexibility. You can advance along the flanks or drive down the middle. The buildings on the hill between Delta and Yankee are great positions for riflemen. They can cover both uplinks while garrisoned there. Controlling Yankee and Zulu across the middle can form a good front that is tough to get around.

Mahilyow

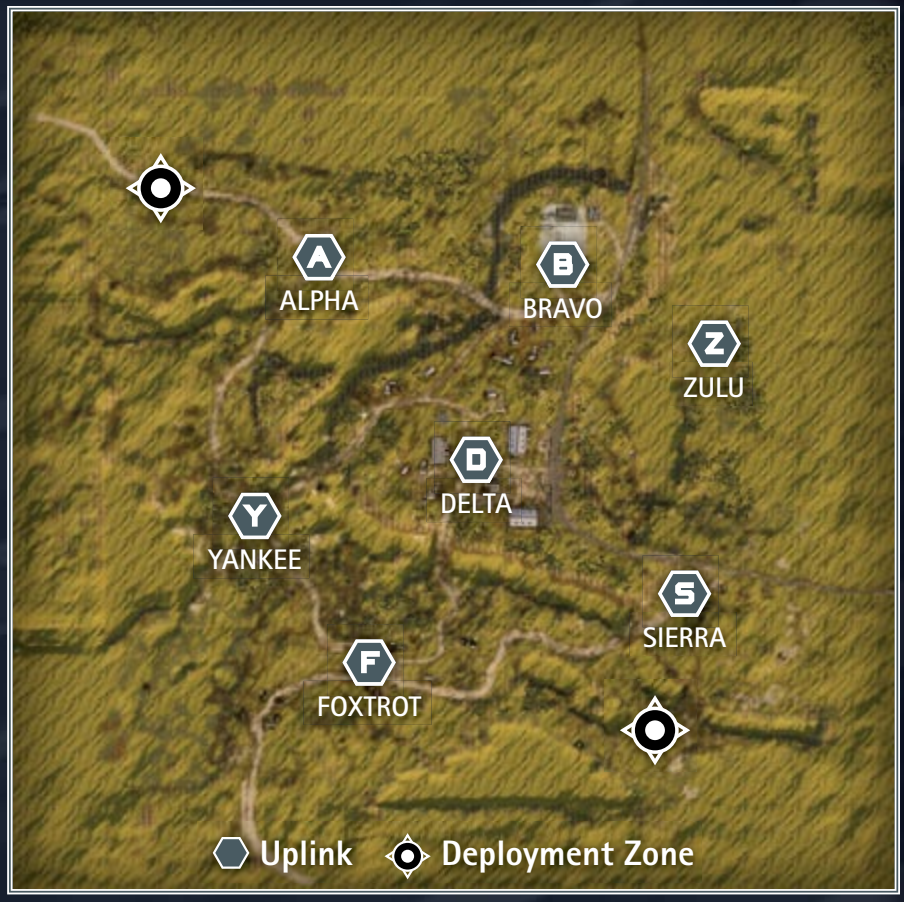
Constructed along the Dnieper River in Mahilyow Voblast, this uplink cluster was the first operational Russian-built strategic space defense position outside of Russia.

Assault and Conquest Missions

NOTE

This map is similar to Wilstermarsch.

Swamp and wetlands divide up this map, limiting movement to trails. Delta in the middle is the key location. Secure it and then make it your deployment zone so you can bring all of your reinforcements to this position. From there, you can send them to any of the uplinks on the periphery.



Matera

In 2016, the Italian space research station in Matera was completely rebuilt to be the primary construction, launch, and recovery site for the European Federation Space Authority.

Assault and Conquest Missions

Matera is an air force base with a long runway running diagonally across the center. Three uplinks to the west of the runway are somewhat isolated from the rest. A flanking strategy works well on this map for either side. Secure the uplink near your deployment zone—either Foxtrot or Whiskey—then pick up the three along the western side in a row: Alpha, Bravo, and Delta. During assault missions, be ready for some fast and hard combat right along the runway, which runs from one deployment zone to the other.

Sierra is right in the middle of the base complex, where it is easily defended by garrisoned infantry in the tower or other nearby buildings.

Send riflemen to one end of the row of western uplinks, then just continue down the row. Your riflemen can take care of any other infantry in the area—especially if you have upgraded them with snipers.

Since the runway is wide open, a lot of vehicle combat takes place right along it. Keep your gunships, tanks, and transports together for combined arms support.

Call in air strikes to attack hostile units. If you have level 3 air support, one air strike will destroy most hostile units, even if they are at full strength. They can even shoot down gunships!

Maxwell

Maxwell AFB, near Montgomery, Alabama, is the headquarters of the JSF's Air University and the Military Education and Training Center. All JSF air personnel train here.

Assault and Conquest Missions

Nine uplinks make this map a big battle. Secure Whiskey as quickly as possible and defend it. Then go after Alpha and Yankee to create a front across the center of the map. Try using a lot of infantry on this map, with a couple of transports to bus them around. There are lots of buildings for garrisoning your infantry, and the more uplinks you grab right away, the more command points you will have for calling in reinforcements and support. During assault missions, the deployment zones are near Foxtrot and Sierra.

Artillery and tanks are well suited for this missions, which has open space between many of the structures. Heavy firepower is effective with the long lines of sight.

Infantry caught out in the open are decimated by vehicles of all types.

Load up infantry into transports and send them to secure the uplinks. This is safer than sending them out on foot since the uplinks are spread out.

Send your gunships out to locate that hostile artillery that is hitting your units. Then call in an air strike or destroy the artillery with your gunships.

Raid Mission

The defender should rush units to the entrances to the base near Delta and Lima. Forget about Foxtrot since it is tough to defend at the start. The attacker should send a couple of tank platoons to destroy Foxtrot right at the start before the defender can react. Then get a large group of tanks together and push through the northern entrance to destroy Delta and then Whiskey. The latter is a fuel tank, which does not take much to blow up. Use one squad of riflemen to secure Bravo and Yankee so you can call in more reinforcements, and keep a transport platoon nearby to deal with hostile gunships.

Get those tanks rolling toward Foxtrot. It can be destroyed before the defenders can do much besides send some gunships to attack. Keep some transports nearby to deal with the air threat.

The attacker should roll his or her entire force of tanks and transports to attack Delta next. By now, get ready to be attacked by the defender, who should be in position to protect the structure.

Keep rolling past Lima. Why waste time trying to destroy it when there is another target so much easier to destroy?

Whiskey is a group of fuel tanks in the northeast. While you can send tanks to destroy it quickly, it is even easier to send an air strike to blow it up. Even a level 1 air strike will do the job.

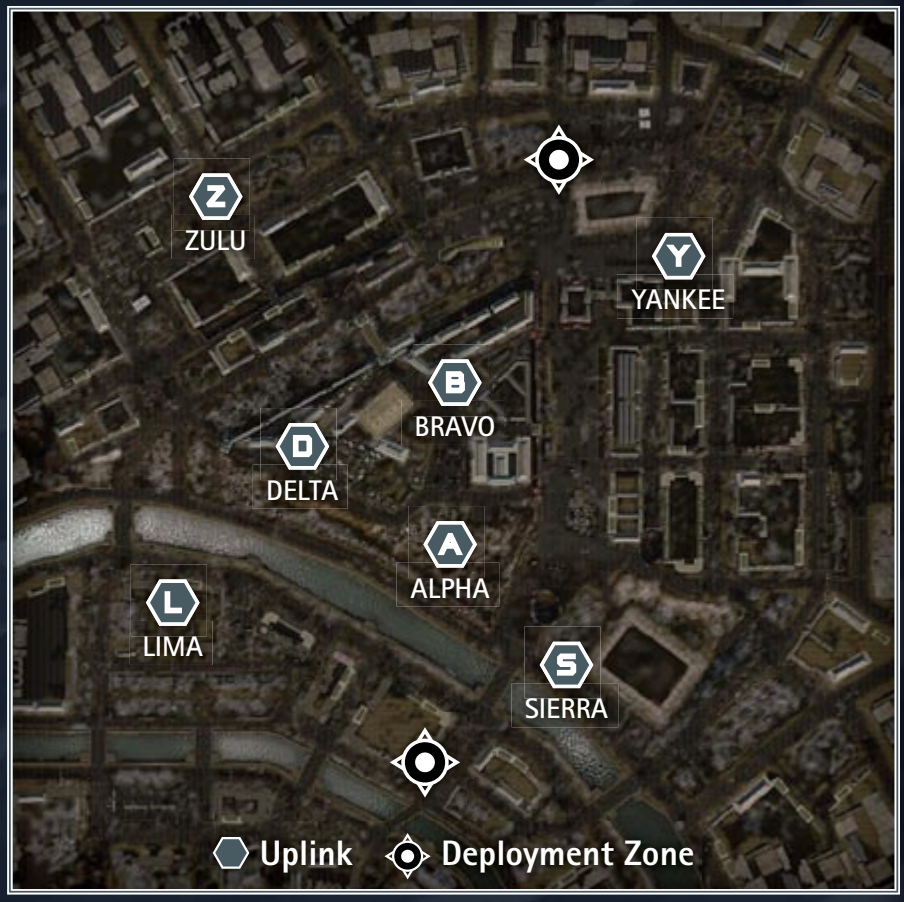
Moscow

Moscow is the seat of power for Russia. All major command and control authority for both civilian and military affairs is controlled from within the walls of the Kremlin.

Assault and Conquest Missions

Most commanders would consider the three uplinks within the central compound the key to victory—as long as they can also hold one of the four outer uplinks. However, the proximity of the central uplinks and the nearby buildings can make fighting inside the compound dangerous. Therefore, try to capture three of the outer uplinks, protect them with sentries, and then get your force ready to capture the fourth outer uplink—just not yet. Let your opponent start DEFCON by securing all three central uplinks and one outer uplink. Since you are on the losing end, crash one of the central uplinks to stop the countdown, then capture the fourth outer uplink. Save the WMD for a large concentration of enemy units near the end of the battle so your opponent won't have time to use the same attack against you.

The gunship vs. gunship clash is usually an opener since southern ground units must cross over the river via two bridges to get to the central part of the map.



If the southern player moves quickly, he or she can usually get some riflemen across the western bridge and in through the southern gate to secure Delta. Stealth makes this even easier.

After securing some or all of the uplinks in the central compound, get your infantry into buildings. From there, they can fire down on enemy units trying to recapture the uplinks.

Assault missions usually result in a major battle along the road east of the compound. Get engineers into buildings along here and make sure your force is concentrated for an attack, but not so close that artillery or air strikes will cripple your ability to fight.

Siege Mission

Bravo is the critical uplink; the attacker must secure it to win. The defender should garrison the buildings just inside the gates to engage any enemies trying to get to the critical uplink, while holding on until reinforcements arrive when the countdown timer reaches zero. Also place minefields at the larger entrances to damage enemy vehicles that get inside. The attacker, on the other hand, must move quickly, using artillery and tanks to destroy the drones guarding the bridges and the entrances. Secure both Lima and Sierra so you can upgrade them for air support. You also need to destroy the barricades blocking the entrances so you can move in your vehicles. Be sure to take along several squads of riflemen to clear out the enemy buildings and capture the interior uplinks. If you can secure one, make it your landing zone so you can drop reinforcements right into the central compound.

Bravo is the uplink the attacker must capture and the defender must protect. As soon as the attacker secures it, the mission is over.

The attacker needs to move units away from the deployment zone as quickly as possible since the defender should be firing artillery right at the concentrated forces.

Upgraded riflemen can take out the drones guarding the entrances. However, back them up with some tanks in case they run into hostile transports.

Both sides must rely on artillery for their heavy hitting. As your artillery comes under fire, quickly move it to a different location and behind a structure so that the enemy can't see it. Upgraded artillery will definitely give you an advantage over your enemy in terms of range and destructive power.

Okefenokee

The Okefenokee uplink cluster was constructed on the site of an abandoned titanium mining operation. There were protests to this location on environmental grounds, but national security needs won out.

Assault and Conquest Missions

NOTE

This map is similar to Wilstermarsch.

Okefenokee is divided up by swamp and wetlands. As a result, movement takes place along trails connecting the uplinks. Delta in the middle is the key location. Secure it and then make it your deployment zone so you can bring all of your reinforcements to this position. From there, you can send them to any of the uplinks on the periphery. Try using engineers to plant minefields along narrow spots on the trails as a surprise for the enemy.

Pamlico

The Pamlico missile shield cluster overlooks Pamlico Sound. These uplinks provide security for all of North and South Carolina.

Assault and Conquest Missions

NOTE

This map is similar to Arrabida.

This battlefield offers a lot of flexibility. Position infantry along the eastern flank to defend the uplinks there while you use a combined arms force with tanks, transports, and gunships in the wide open center. As enemy units approach, send out the appropriate unit to engage them, such as gunships to go after enemy tanks.

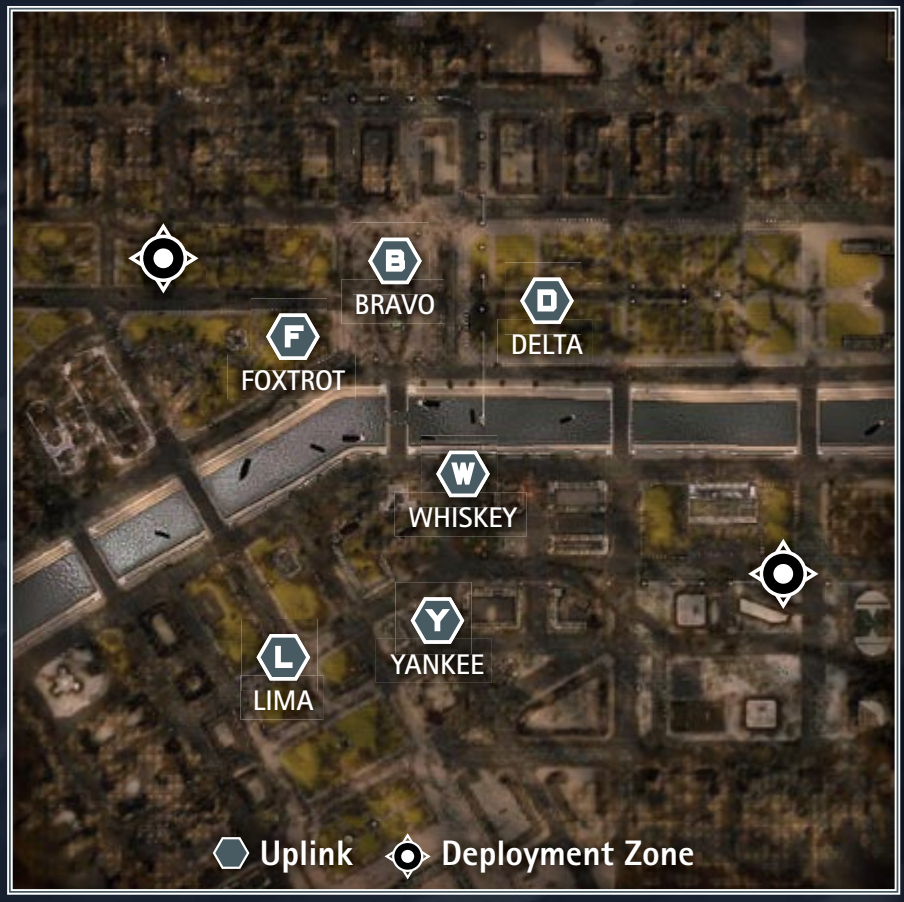
Paris

Paris is the capital of the European Federation. It is the hub of all war powers authority within the European Federation.

Assault and Conquest Missions

Paris has three uplinks on either side of the river. Quickly secure all three on your side of the river. Although you could try to send a force across one of the bridges to secure a fourth uplink to give you the majority, instead set up defenses on your side of the river and turn a conquest mission into an assault mission as you eliminate all of the enemy units as they come after your uplinks. Send UAVs or gunships across to spot targets for your artillery or air strikes. Another option is to upgrade all of your uplinks for force recon, then send a level 3 recon force across the river to one of the uplinks, with some of your riflemen in tow to secure a fourth uplink.

Use engineers to secure the uplinks on your side of the river and deploy sentries to defend them. Also upgrade the uplinks for support.



Since there are the same number of uplinks on either side, let the enemy come to you. Your concentrated force can engage hostile units one by one as they cross the bridges.

After you have caused some damage to the enemy, send some units across the bridges to capture uplinks on the other side.

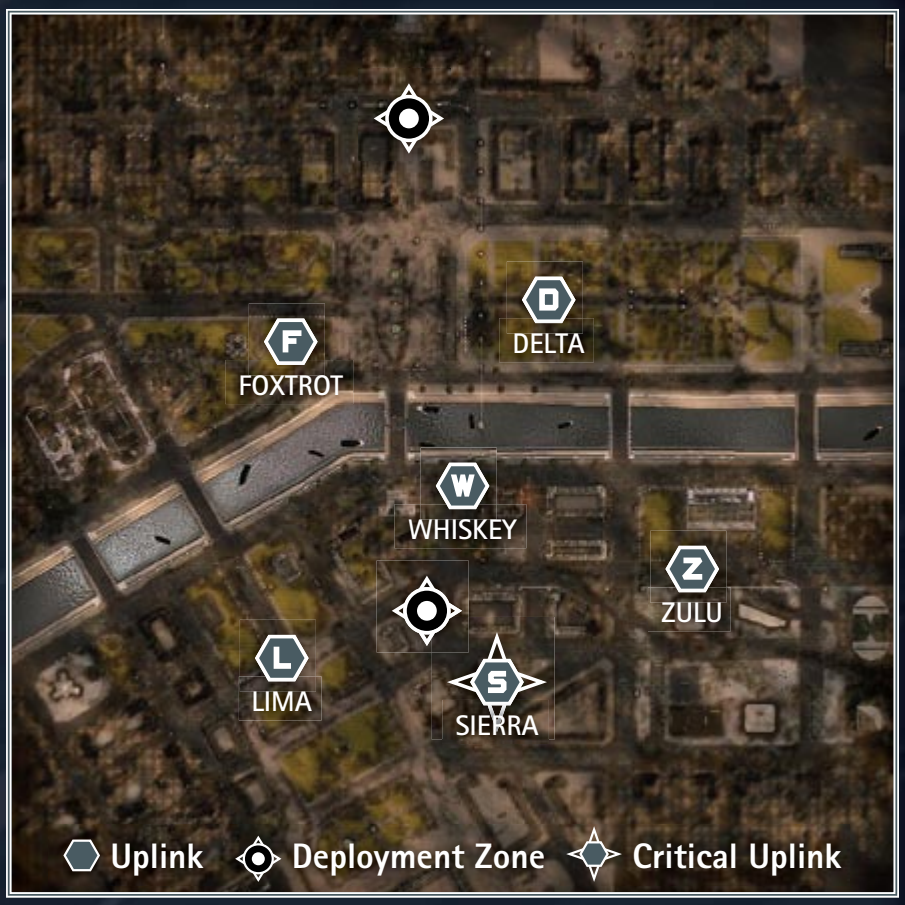
The southern side of the river has lots of buildings to garrison infantry, so be careful with your tanks and other vehicles. Don't try to engage garrisoned infantry with these units. Instead, call in artillery or an air strike to take down the buildings with the hostile infantry still inside.

Siege Mission

Barricades block all of the bridges across the river. Although as the attacker you could blast them away with tanks and artillery, try using a force with lots of infantry, who can run right past the barricades. Secure Delta and Foxtrot for air support upgrades while sending units to secure Whiskey. Bring several platoons of artillery to blast away the drones at the bridge as well as some gunships to help deal with enemy tanks. As enemy vehicles come after you, put your infantry in buildings or behind cover and use artillery, air strikes, and gunships to deal with them. If you act quickly, you can secure the critical uplink at Sierra before the enemy receives reinforcements—or you can wipe out all of their units before the counter reaches zero.

Sierra is the critical uplink; it must be captured by the attacker. It is located in the south and protected by sentry drones, as are all the uplinks and the bridge crossings.

The bridges are blocked by barricades on the southern end. Vehicles can't pass through them. Use artillery or tank fire to destroy the barricades.



Send out your gunships early during the mission to locate and destroy the enemy artillery. The defender does not receive any reinforcements until the timer is up, so once they are out, there is no more threat from the artillery.

If the attacker does not capture Sierra by the time limit, not only does the defender gain access to support and reinforcements, but a number of force recon units automatically move to all the bridges to help defend.

Pascagoula

The Pascagoula Refinery became the largest US "fuels" refinery in 2016. It processes well over 900,000 barrels per day. There is no refinery more vital to US energy independence.

Assault and Conquest Missions

This battlefield has only four uplinks—two near each deployment zone. Victory is rewarded to the bold here. Load up engineers in a transport and send them to one of the uplinks near your opponent's deployment zone to grab it quickly. Leave a riflemen squad behind to secure and upgrade the two uplinks near your deployment zone so you can quickly get three under your control. Relocate your landing zone to the new uplink near the enemy so you can bring reinforcements right into the action to help you defend your uplink.

If the enemy tries to attack you with gunships right at the start, order all of your units to attack with the voice command "Calling All Units Attack Hostile 1." While some units are not great at attacking gunships, the combined force of all your units will shoot down those threats in no time flat.

To go for a quick win, load up infantry into transports and send them to one of the distant uplinks. Transports can move fast but can be vulnerable. Send some gunships to escort them.

Structures in the northeast can block the view of your ground units so that you can't see hostiles. Therefore, send your gunships in to locate enemies, but at a distance, and then call in artillery or air strikes. If you find hostile artillery, order your gunships to attack it.

If you have two artillery units, order both of them to fire at the same enemy. Doubling up an attack on a garrisoned infantry unit will quickly bring down the building right on stop of them.

Ramstein AFB

A NATO base until that alliance collapsed, Ramstein Air Base now serves as the home of the Enforcers Corps air command.

Assault and Conquest Missions

Ramstein has seven uplinks. Two are south of the river while five are within the base itself. The central line of uplinks is important to victory on this battlefield. Send infantry in a transport to secure Alpha while you send other infantry to pick up the two uplinks near your deployment zone. Once Alpha is secure, make it your new deployment zone to bring in your reinforcements right in the middle of the battlefield. By acting quickly, you can get five uplinks by the time your opponent has only two. Even after they crash one of your uplinks, you still have enough to win the battle.

NOTE

The deployment zones are near Zula and Delta for assault missions—so both factions are on the same side of the river.

Get infantry to secure the two uplinks closest to your deployment zone and upgrade them for some support.

A lot of the fighting centers around Alpha. The walls around this uplink have been damaged; however, they can still block line of fire for ground units such as tanks, forcing them to get in close, which can be dangerous if engineers are taking cover by the uplink.

This map has a lot of structures inside the base that can garrison infantry. If your infantry are attacked while moving, quickly get them into cover. On the other hand, use artillery to take out hostile infantry in buildings. If it does not kill them, it will at least force the infantry to leave , making them vulnerable to your other units.

Assault missions put both sides close together on opposite sides of Alpha. Right at the start, move your transports towards Alpha a bit so they can shoot down the gunships that invariably try to make a first attack and catch you unawares.

Raid Mission

The attacker should send tanks to cross the bridge near Yankee and then go for Sierra. Skip Whiskey for now. It is some fuel tanks, so leave that for later. Send infantry to secure Yankee so you have some air support. Once Sierra is in ruins, advance your tanks to destroy the power station at Lima. This is a light target, so your tanks will have little trouble with it. Then send either gunships or an air strike to take out the fuel tanks at Whiskey to complete the mission. As the defender, get some gunships up in the air to intercept hostile tanks headed your way. Secure Bravo for your own air support and get Alpha and Zulu as well to deny them to the attacker. Don't even go after Delta, since it is a fortified structure.

The attacker should deploy three platoons of tanks initially and assign them all to a single group. Then get those tanks rolling towards their first target.

The hangar at Sierra is not too tough to destroy if you have lots of tanks. Bring your transports near to help with the attack and to deal with hostile gunships that arrive on the scene to try to stop you. This concentration of tanks offers the defender a great opportunity for an electromagnetic attack to disable the tanks and allow your units to come in and destroy them.

Lima is a light structure that is easily destroyed by tanks.

A couple of units of gunships can rush in and blow up the fuel tanks at Whiskey. A single unit will usually be shot down by the sentry drones.

Rondane

The Rondane uplink cluster is located just outside Rondane National Park in Mysuseter. The cluster provides critical warning and defense over the Arctic.

Assault and Conquest Missions

NOTE

This map is similar to Brenner Pass.

Rondane is a fun and fast map. The large mountains in the north cause the action to be fast, furious, and up close right in the middle near Zulu. For conquest missions, whichever side secures four uplinks first starts the victory counter. However, this also triggers DEFCON, allowing the other player to cause some major damage. Therefore, secure the uplinks on your side of the map, letting your opponent grab Zulu and those on the opposite side of the map. As soon as DEFCON begins, crash the uplink near the enemy's deployment zone and then rush to grab as many of the remaining uplinks as you can. Save your WMD for when the enemy has several units concentrated in one area. Just as you use it, spread your units apart since you will be tasting a WMD against your forces shortly thereafter.

Rovaniemi

The air base at Rovaniemi maintains key communications and guidance systems for the European Federation's missile shields. It is a linchpin in European air and space defenses.

Assault and Conquest Missions

Rovaniemi features an air base in the southwestern part of the map with forests surrounding it. While there are three uplinks outside of the base, they can take a while to get to due to the terrain—except for Lima for the battalion that deploys in the northwest. Therefore, focus on securing all five of the uplinks inside the base. Use combined arms to roll in and secure as many uplinks as you can as quickly as possible, starting with Alpha. Then make Alpha your new deployment zone to bring reinforcements right into the base.

NOTE

During assault missions, the deployment zones are near Foxtrot and Lima.

At the start, get your force into the base as quickly as possible and focus on securing these uplinks rather than those outside the base.

Move the majority of your force to Alpha so you can secure it and then defend it against capture by the enemy.

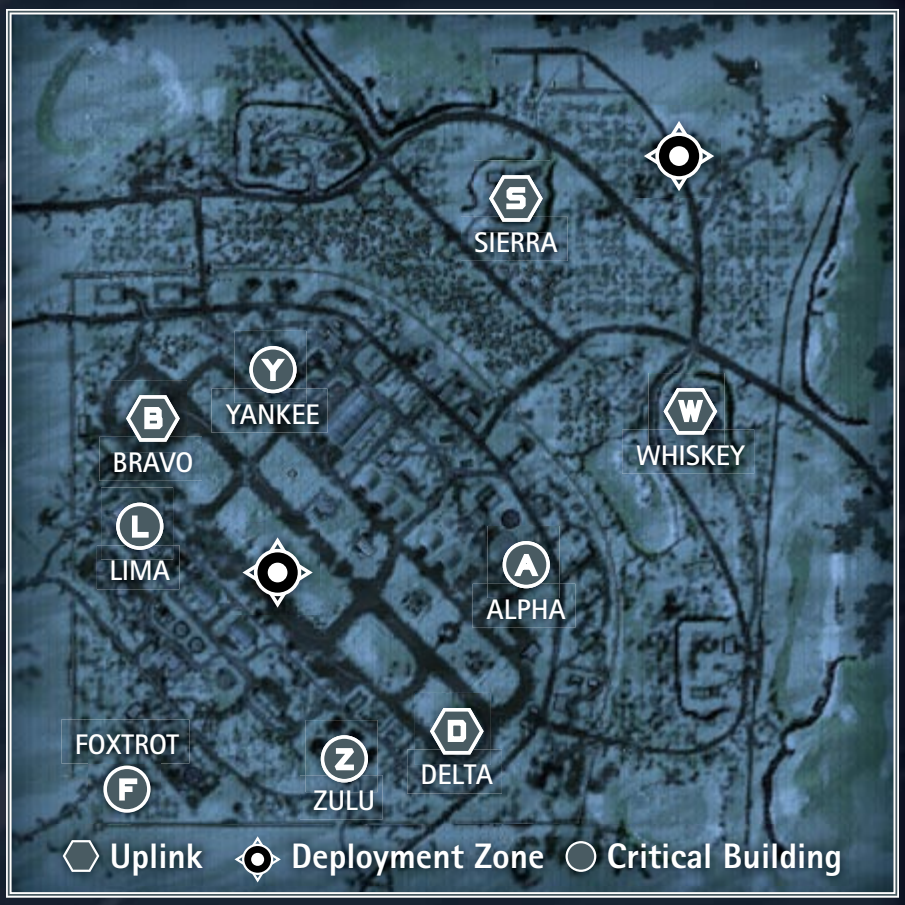
Combined arms work well on this map. Keep your tanks, gunships, and transports close enough that they can support one another during the battle for the base.

During assault missions, after the initial engagement send some gunships to hover near the enemy's deployment zone. As soon as a hostile unit lands, attack it. Or if it is a unit of transports, withdraw and call in tanks or artillery to destroy them.

Raid Mission

The attacker should secure Sierra and Whiskey with riflemen and upgrade for air support. Meanwhile, send a force of tanks down the road to the south past Whiskey to enter the base from the east. Then destroy Alpha, followed by Zulu and Foxtrot. The defender should deploy a squad of riflemen and some gunships right at the start. Secure an uplink so you can bring in a tank and get air support while your gunship goes after hostile tanks rushing to attack your base. Let the sentry drones deal with hostile gunships. Position riflemen in the towers at the gates to deal with enemy infantry and to spot approaching vehicles so you can move your own units to respond.

Right at the start, both sides need to secure some uplinks. Not only can you use them for support, but you will need the command points for reinforcements.



As the defender, send out gunships to scout out enemy movement headed your way. When you find tanks by themselves, go ahead and attack.

Position riflemen in the towers to engage enemy infantry trying to enter the base.

As you detect hostile units approaching, send the correct units to defeat them using the combat chain.

Rozenberg

The Antwerp uplink cluster provides critical strategic protection for the refineries and oil pipeline systems that originate here. Over 1.2 million barrels per day pass through this region into Europe's heartland.

Assault and Conquest Missions

NOTE

This map is similar to Pascagoula.

Rozenberg has only four uplinks—two near each deployment zone. While the battles for the uplinks can be fierce since there are so few, try focusing on destroying the enemy units whether it is a conquest or assault mission. Then you only need one riflemen squad to secure the uplinks near your deployment zone and can use the rest of the available slots for tanks, transports, gunships, and artillery. Rather than securing the uplinks on the other side of the map, use artillery to damage those uplinks so they can't provide support for your opponent. Then just seek and destroy each enemy unit in turn.

Scania

The Scania uplink cluster, constructed at the edge of the Söderslätt plain, was the last European Federation missile defense uplink group to be brought online.

Assault and Conquest Missions

NOTE

This map is similar to Springfield.

This battlefield has a lot of wide-open space. Infantry moving on foot are extremely vulnerable. Therefore, instead of using lots of infantry squads, use only a couple and have transports carry them about the battlefield—especially after the first few opening minutes when enemy gunships or tanks can be prowling. A flanking strategy works well on this map. Send units to secure the two uplinks to the east and west of your deployment zone. Then begin advancing north or south to secure the uplinks along the eastern and western map edges. If you can control and hold onto five, then even after your opponent crashes one of them you will still have four of the remaining seven and the countdown timer will keep ticking down to your victory.

Sevastopol

This Black Sea port is the major hub of all Russian naval operations. The headquarters for the Spetsnaz Guard Brigade's naval operations command is on the base here.

Assault and Conquest Missions

Sevastopol is a very interesting map. The center is a small harbor that leads out to a channel. The bay is crossed by a bridge, and two bridges connect the mainland with a strip of land in the southwest. There are eight uplinks on this battlefield—two of which are on the strip of land. Send a squad of riflemen to secure Yankee and Zulu since the enemy probably won't waste time going after them. Then go after either Delta or Sierra—whichever is closest to your deployment zone. Hold there, setting up minefields and sentry drones to slow down enemies crossing the main bridge. Then work your way around to the north to pick up as many of those uplinks as you can to win the mission.

Load up some infantry and send them to the strip of land to secure both Yankee and Zulu.

Send your gunships to patrol over the main bridge between Delta and Sierra. There is no cover on the bridge for infantry, and because of its close quarters, artillery and air strikes are very effective against bunched up units.

There are several structures at either end of the bridge. Position infantry inside with your vehicles across the road to engage enemy units as they approach.

During assault missions, almost all combat takes place on or near the main bridge. Rather than exposing your units, set up defenses at your end, including minefields and infantry in structures, and then pick off hostile units as they come across. Your gunships can be harassing them along the way.

Raid Mission

The defender should set up defenses at Alpha and Bravo. Defending Zulu can stretch you too thin. The attacker should secure Sierra and Delta for air support upgrades. Send tanks to destroy Zulu right at the start, then focus on Lima and Whiskey. Foxtrot and Yankee are both fortified structures, so avoid them since they take too long to destroy. The key to winning is air power. Rather than spending a lot of your command points on reinforcements, call in air strikes on Lima and Whiskey.

If you're the attacker, "Calling All Tanks Attack Zulu" should be your first order for this mission.

One option for destroying Lima (since it is only a standard structure) is to send two groups of gunships to do the job. Move them all the way to the map edge and attack. Be warned—this may be a suicide mission depending on the defenses the enemy has positioned in the area.

Air strikes work best. Use them against Lima and Whiskey even if you plan on attacking them with other units since the air strikes will often destroy or severely damage the sentry drones defending these structures.

Both Foxtrot and Yankee are fortified and, due to their location near the enemy deployment zone, heavily defended. Therefore, go after the other three structures to win.

Shenandoah Valley

The US missile shield cluster within Shenandoah National Park provides protection from the Atlantic to Middlesboro, Kentucky, and from West Virginia's northern border to Virginia's southern border.

Assault and Conquest Missions

The Shenandoah Valley, where Confederate General Thomas "Stonewall" Jackson bested the Union army on several occasions, is once again the site of battle. The valley contains nine uplinks. You must secure five just to start the countdown. Right at the start, send a transport platoon with an engineer squad to secure Yankee. Then secure all of the uplinks on your side of the bridge to gain control of a majority of the uplinks. Order your engineers to place minefields near the bridge, on the roadway near Lima, and at the entrances to the complex where Yankee is located. These minefields will help slow down enemy drives to get to the uplinks in your area.

Rush transports filled with engineers to Yankee to secure this uplink in a refinery complex.

Engineers in cover near the bridge can use their weapons to attack hostile vehicles coming across.

An air strike destroys three infantry squads bunched together. Keep your units spread out a bit to avoid this catastrophe; this battlefield has some narrow areas.

Follow the trails of the artillery shells back to their source and destroy the hostile artillery with gunships or air strikes before the enemy can kill your infantry and other units with bombardments.

Springfield

The Springfield uplink cluster became operational in mid-2017. It is located between the cities of Springfield and Shelbyville.

Assault and Conquest Missions

Springfield has a lot of wide-open space around the edges, but there is a perimeter of forest around the town in the center. Infantry moving on foot are extremely vulnerable until they get into the woods and town. Instead of using lots of infantry squads, use only a couple and have transports carry them about the battlefield—especially after the first few opening minutes when enemy gunships or tanks can be prowling. A flanking strategy works well on this map. Send units to secure the two uplinks to the east and west of your deployment zone. Then advance north or south to secure the uplinks along the eastern and western map edges. If you can control and hold onto five, then even after your opponent crashes one of them, you still have four of the remaining seven and the countdown timer will keep ticking down to your victory.

The area between the deployment zones and the woods surrounding the town is open ground. Move quickly across it to avoid being targeted by the enemy.

Once units get into the woods and town, they can be tough to see or detect. To find the hostiles, send in gunships, which can look down over the cover,.

Since most of the uplinks are out in the open and far apart, use transports to safely deliver your infantry so they can secure the uplinks for your benefit.

Once detected, units in the town are very vulnerable to artillery. In fact, having two or even three artillery units for this battlefield will give you an advantage. If you can get a stealth riflemen unit into the town to spot, that is even better.

Thessaly

The Thessaly cluster is along the Piniós River within the Tempe Pass. It is the southernmost position of the European Federation missile defense uplinks.

Assault and Conquest Missions

NOTE

This map is similar to Shenandoah Valley.

This battlefield has nine uplinks on it; you have to secure five just to start the countdown. Right at the start, send a transport platoon with an engineer squad to secure Yankee. Then secure all of the uplinks on your side of the bridge to gain control of a majority of the uplinks. Order your engineers to place minefields on the bridge, the roadway near Lima, and at the entrances to the complex where Yankee is located. These minefields will help slow down enemy drives to get to the uplinks in your area.

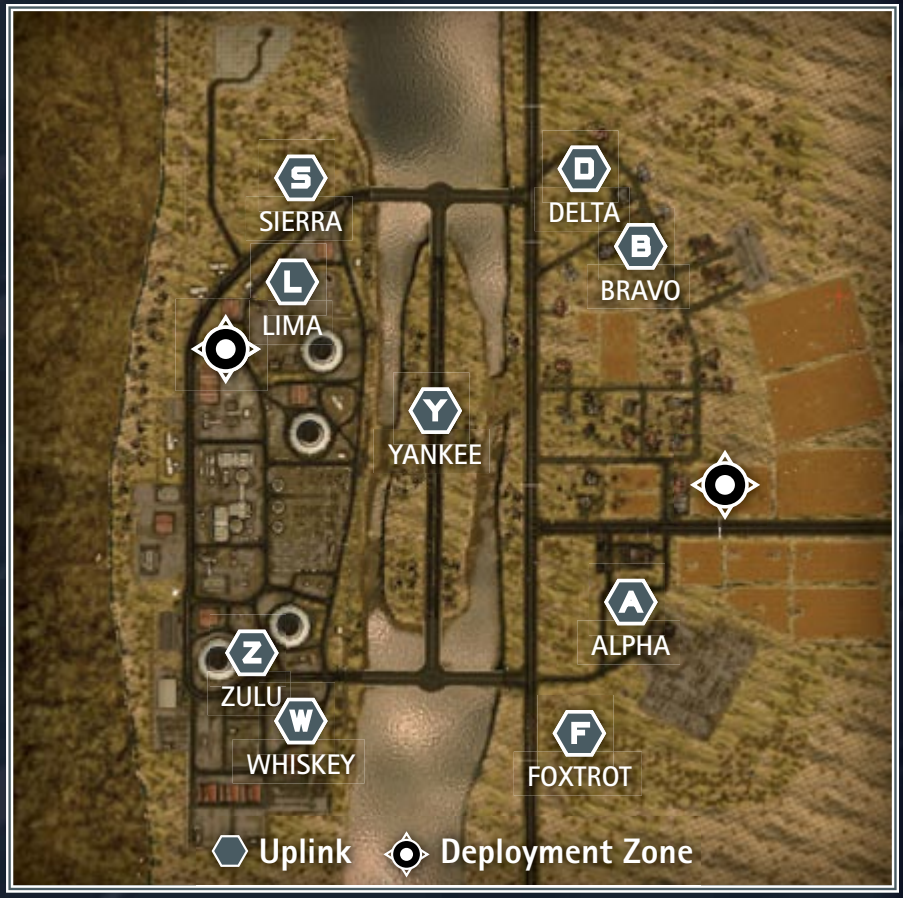
Three Mile Island

Three Mile Island Nuclear Station, the site of the worst US nuclear accident, was refit in 2014 with the world's most advanced 4th-generation reactor. Power for the entire northeastern US is generated here.

Assault and Conquest Missions

Three Mile Island is a battlefield with nine uplinks. Secure those on your side of the river first. Although you might consider going after Yankee, your enemy is probably going to make a big effort to capture it, so push across either the northern or southern bridge and capture the two uplinks on the other side. This gives you six of the nine uplinks—and the victory if you can hold them.

The island in the middle of the map is connected to the mainland on either side by bridges to the north and south as well as by fords in the middle. This limits movement, but units can still fire across the river at enemies on the opposite side.



Get some infantry to Yankee as soon as possible to secure it. Then make it your new deployment zone so you can bring in reinforcements right to the middle of the battlefield.

The woods north and south of Yankee can conceal enemy units. Get a bird's-eye view to find them.

After securing Yankee, send gunships and other units across the river to engage hostiles before they can get close enough to attack the island.

USS Reagan Seabase

The *Reagan* is the world's largest military seaborne operations and staging ship. Built in the state-of-the-art New York Naval Shipyards, it is scheduled to enter service in 2022.

Assault and Conquest Missions

Containing only five uplinks, this map makes for a quick battle. Send some infantry in transports to secure Foxtrot and then hold it. Keep a riflemen squad behind to secure the two uplinks closest to your deployment zone. As you receive reinforcements, send them after the other two uplinks near your opponent's deployment zone. If you keep up the pressure and quickly destroy the hostile units as they arrive on the battlefield, you may be able to win this battle by eliminating all enemy units currently on the battlefield before your opponent can bring in more reinforcements.

Foxtrot is the key uplink on this map. If you control it, you can also control the center of the map. Rush an engineer squad there right at the start.

Since this map is small, artillery by the deployment zones can hit the center of the map at Foxtrot. So if you are securing Foxtrot, send some gunships to take out the hostile artillery before it bombards your units in the middle.

Send your tanks out into the middle of the battlefield, where the terrain is more open and tanks operate better.

Rather than wait for the timer to count down, clear out the enemies around the two uplinks near their deployment zone, then send in a platoon of transports with infantry inside to secure those uplinks for your control.

Raid Mission

The defender should leave a squad of riflemen behind to secure Lima and Whiskey while sending gunships and other units down towards Yankee and Zulu to attack the enemy units there and away from the critical structures on or near the ship. The attacker, on the other hand, should secure both Yankee and Zulu while sending tanks to destroy Sierra. Then send tanks south to the pier, which leads up to the stern of the ship, to destroy Bravo. Continue across the ship to hit Delta to win the battle.

Both sides should get their infantry moving to secure uplinks so they can be upgraded for support.

The attacker should group together three platoons of tanks for some heavy firepower.

Send your tanks to destroy Sierra first.

Move your tanks up the ramp in the southeast to get to Bravo, then destroy it.

Vlore

The Vlore refinery is the end point of the major Black Sea area oil pipelines and the start point of pipelines carrying well over 100 million tons of oil annually into Europe's heartlands.

Assault and Conquest Missions

For this battle, Foxtrot and Lima are the key positions. Send engineers in transports to secure them right at the start. The engineers can upgrade them, place minefields along the roads leading to them, and deploy drones to help protect them. Order a riflemen squad to secure the uplink near your deployment zone, and then either Bravo or Yankee—whichever is closest. Once you have these four uplinks, you have enough to win—even if the enemy crashes one of your uplinks.

Rush troops to the central uplinks to create a front across the middle of the battlefield and deny these uplinks to the enemy.

There is usually a lot of fighting in the passes between the hills east of Foxtrot. The hills block line of sight and line of fire, so it can be difficult to detect and attack enemies until you are up close.

Artillery's indirect-fire capability can be very useful for hitting units behind hills or structures.

Since the uplinks are so far apart, assign a transport platoon to each rifle squad to carry them around the battlefield quickly and securely.

Washington, D.C.

Washington, D.C., is the capital of the United States. All civilian and military authority for the US resides within or near this city. It is vitally important to the US war effort.

Assault and Conquest Missions

This is a large battlefield with both open areas and areas with lots of buildings. It is interesting to try a strategy that uses primarily infantry. Secure the uplink closest to your deployment zone. Then send pairs of squads to the north and south to begin securing uplinks there. The goal is to take control of at least five uplinks so you can control the majority. After your infantry squads have secured and upgraded your uplinks, garrison them in buildings near the uplinks, from where they can attack enemies trying to get to your uplinks.

The uplinks to the north and south are right among buildings. Send infantry to secure these locations and to engage enemy infantry with the same type of mission.

Most of the fighting takes place in the large open piece of land stretching from Foxtrot to Lima.

Use the vantage point of one of your gunship units. It helps you sight enemy units in the distance so you can prepare a response before they get into range to attack.

After upgrading uplinks, start calling in air strikes on enemy units or buildings in which infantry are garrisoned.

Siege Mission

The attacker should send in tanks, transports, and gunships towards Lima to wipe out any enemies blocking the way. Use artillery to help get rid of the drones and other enemy units. Be sure to send a couple riflemen squads to secure Alpha and Yankee at the same time and upgrade them for support. Then send in riflemen to secure Lima to win the mission. If playing as the defender, put some engineers in the bunkers near the deployment zone after upgrading Delta and Whiskey. The defender must hold out for 15 minutes until reinforcements.

Lima is the critical uplink in Washington, D.C. It is near the eastern edge of the map.

The attacker should bring in three units of gunships and send them in to take out all of the hostile artillery units, since they pose one of the greatest threats. Expect to lose most or all of your gunships. However, it will be worth the price.

Once the artillery is destroyed, move in your tanks and artillery and destroy the defenders. After you have two uplinks upgraded for air support, call in air strikes. You must take out all tanks and combat drones as well as infantry in the bunkers.

Finally, send in your riflemen on foot to secure the critical uplink. They can take care of remaining engineers as they go.

Wilstermarsch

Wilstermarsch is uniquely known as the lowest positioning point for the European Federation's missile defense uplinks. These uplinks provide an important aerospace security node for the federation.

Assault and Conquest Missions

Swamp and wetlands divide up this map, limiting movement to trails. Delta in the middle is the key location. Secure it and then make it your deployment zone so you can bring all of your reinforcements to this position. From there, you can send them to any of the uplinks on the periphery.

Narrow dirt roads through impassable terrain connect the uplinks. The trees to the side mask movement from other ground-level units.

Seek out and destroy the enemy artillery with your gunships and use artillery of your own.

Delta has a lot of structures around it. The rail stock in the railyard can limit movement.

Get some infantry in to secure Delta, then make this uplink your new deployment zone so you can bring reinforcements right into the middle of the battlefield.

APPENDIX

Tips from the Team

No one knows a game better than the people who actually took part in its creation. While writing this guide, I received a lot of support from one of those people—Eric Damian-Vernet. Eric was gracious enough to share some of his tips and those of others from the *EndWar* team, and I want to pass them on to you.

Eric's Top Ten Tips

Study the Battlefield
Open battlefields without much cover favor heavy armor. Urban battlefields favor infantry.

Stay Out of the Enemy's Line of Sight
The enemy only knows your units' locations if they're within line of sight or securing an uplink. Stay hidden and stay alive.

Know Your Prey
Each unit type is strong against some enemies and weak against others. Choose your fights wisely and retreat from fights you can't win.

Combined Arms Tactics
Use the combat chain to create hard-to-kill groups; for example, give your artillery anti-air defense with transports.

Special Paper Beats Scissors
Don't waste secondary attacks on prey; you will defeat them easily anyway. Use them to turn the combat chain around against predators.

Take Cover
Get your infantry in cover or garrison them in buildings to receive both defense and attack bonuses.

Keep Moving
Units standing still in the enemy's line of sight are sitting targets for artillery or off-map support.

Phone a Friend
Uplinks are a valuable resource. The more uplinks you upgrade with one support the more powerful it will be.

Reserves in Depth
You don't have to call reinforcements as soon as you have enough command points. Wait until you know your enemy forces and call multiple reinforcements in a wave.

Live to Fight Another Day
Order your units to evacuate when they're close to being killed. Surviving units maintain their rank and will be ready to fight in your next battle.

Other General Tips

Know Your Enemy
Recon to see what units the enemy has before deciding what reinforcements to call.

Know When to Run
Use voice command to hasten the retrieval of your units.

Support Hotline
If you capture a hostile uplink you will gain any off-map support upgrades that were built and deny them to your enemy.

Use Your Strengths
Select a task force in the briefing that suits your playing style and the map.

Don't Be Predictable
Vary your strategy from mission to mission so the enemy can't discover patterns in your strategy.

Know Your Role
In multiplayer it can be a good idea to specialize in a particular unit type or battlefield role; for example, focus on securing uplinks.

Killing Fields
Use a combination of minefields and garrisoned engineers to defend choke points.

Reach Out and Touch Someone
Concealed riflemen can be used as forward spotters, allowing artillery to fire their secondary weapon anywhere on the battlefield.

Spotting Artillery
Artillery can fire from behind hills and terrain, but they give away their positions with their weapon trails.

Grunts
Infantry can be the most powerful units in the game. Their two weaknesses are that they are slow and they should never be caught in the open.

Hold Your Ground
Engineers can deploy sentry drones to guard uplinks you have captured. This will slow the enemy down and help you hold the uplinks.

Command and Control
The command vehicle can deploy UAVs and drones to any location on the battlefield.

Synchronize
Hold fire with your artillery until your other units have engaged the enemy to provide fire support.

Group Your Units
Use groups to organize and access your units faster. Groups also move together across the battlefield.

Area Denial
Use Force Attack with your artillery to bombard a location even if there is no hostile unit there. This can deny access or damage nearby structures.

Hostile Uplinks
You can destroy uplinks to disable your enemy's upgrades and off-map supports.

Crash with Care
If you're going to crash an enemy uplink, disable the one with the most dangerous upgrade.

Eye in the Sky
Deploy your off-map supports from within the battle headquarters to target locations that are out of sight.

Dismount Your Infantry
Remove your infantry troops from the transport units if the vehicles are taking considerable damage. Infantry inside a destroyed transport are killed.

Recon the Map
Use the UAV to spot enemy troops in advance.

Artillery and UAV Attacks
Artillery can fire farther than they can see. Used with the UAVs or concealed riflemen they can hit targets across the battlefield.

Use the Cover Bonuses
Infantry are much harder to kill while taking cover or garrisoning buildings.

One-Two Punch
Electronic warfare reduces hostile vehicles' shields and immobilizes the vehicles. This sets them up perfectly for an air strike or WMD.

Fortify Your Position
Use your engineers to deploy drone guards on secured uplinks to stop enemy conquerors from recapturing an uplink.

Get High
Garrison tall buildings and use zoom to recon the terrain or spot distant hostile units.

Save Time When Securing
Use transports to get your infantry to uplinks faster.

Make Use of Drones
Use the drone guard ability on your units to gain an advantage on the battlefield.

Move Your Front Line Forward
Change your landing zone according to the battlefield situation or desired strategy.

Ambush Your Enemy
Attack your enemy without revealing your position using the snipe ability or the target designator of artillery.

Secure Uplinks Faster
Use riflemen to secure distant uplinks; they move and secure faster.

Xbox 360 Achievements

Name	Requirements	Difficulty	Gamer Points
Communication Officer	Complete the Voice Command Trainer.	EASY	5
First Command	Win the Warning Signs mission.	EASY	10
Combat Chain Master	Defeat tanks with gunships, gunships with transports, and transports with tanks.	EASY	15
Impregnable	Win Finishing Move without any units being defeated.	HARD	30
Veteran	Win one match in each game mode (conquest, assault, siege, raid).	EASY	15
Road to War	Complete Prelude to War on any difficulty.	EASY	15
World in Flames	Complete Prelude to War on hardcore difficulty.	MEDIUM	20
Weapon Master	Use a secondary attack for the first time.	EASY	10
Hardened by War	Win 15 missions in the solo campaign.	MEDIUM	20
No Stone Unturned	Win 5 missions without using mission support in World War III.	MEDIUM	25
Call of Booty	Win a mission by deploying infantry units only.	MEDIUM	20
Lightning War	Finish World War III in fewer than 15 turns.	MEDIUM	20
Blitz	Capture an enemy capital in only 3 turns in World War III.	MEDIUM	20
Tour of Duty	Finish World War III on casual difficulty.	EASY	10
True Patriot	Finish World War III on normal difficulty.	MEDIUM	20
Ready for Theatre of War	Finish World War III on hardcore difficulty.	HARD	30
OpFor	Finish World War III with all 3 factions on hardcore.	VERY HARD	40
Training Simulator	Play 20 single-player skirmish matches.	EASY	10
Together We Stand	Win 10 2 vs. 2 multiplayer skirmish matches.	MEDIUM	20
Always Attack	Win 3 missions in a row in Theatre of War.	EASY	15
Role of Honor	Win 30 missions without killing a unit in Theatre of War.	EASY	20
Urban Operations	Play 30 missions in Theatre of War city maps.	MEDIUM	20
Breach and Clear	Disarm 10 minefields in Theatre of War.	EASY	15
Survivor	Have one unit fight and survive for 10 missions in Theatre of War	MEDIUM	20

Name	Requirements	Difficulty	Gamer Points
BOOM	Deploy 20 minefields that successfully damage enemies in Theatre of War.	MEDIUM	20
Mass Murderer	Kill 500 units in Theatre of War.	MEDIUM	0
Spearhead	Win 5 missions in a row on the same territory in Theatre of War.	MEDIUM	20
Strategist	Win a conquest by securing all uplinks on a map in Theatre of War.	MEDIUM	20
Point of Attack	Win 40 missions as attacker in Theatre of War.	MEDIUM	20
Dog of War	Win a Theatre of War phase as each faction; you must have played as that faction in 10 missions.	MEDIUM	30
Air Defense	Intercept 5 incoming air strikes with electronic warfare.	VERY HARD	30
War Is Heck	Win 5 missions in a row without losing health in Theatre of War.	HARD	30
Destroyer	Destroy 100 critical buildings in Theatre of War.	HARD	20
Fast and Furious	Win a mission within 5 minutes in Theatre of War.	HARD	20
Total War	Play 100 2 vs. 2 Theatre of War missions.	HARD	20
Command from the Front	Kill 10 units with the command vehicle's sentry units.	MEDIUM	20
Turning Point	Win a match after the enemy has triggered DEFCON in conquest.	MEDIUM	20
Field Intelligence	Upgrade 100 uplinks in any game mode.	MEDIUM	20
Assassin	Kill 15 enemy command vehicles.	MEDIUM	20
Total Warrior	Win 30 missions in any game mode.	MEDIUM	20
Command & Control	No uplinks recaptured by hostiles for 10 consecutive conquest victories.	HARD	30
Adrenaline	Retake a critical uplink within the 3-minute timer in a siege match.	MEDIUM	20
Sharpshooter	Kill an enemy troop without being spotted.	MEDIUM	20
Predator	Defeat 6 hostile units with a single unit.	MEDIUM	25
Do or Die	Win a conquest mission by annihilation after the DEFCON counter was under 30 seconds.	MEDIUM	30
Untouchable	Win a skirmish mission and lose no health.	HARD	30
Angel of Death	Kill 10 enemy evacuation helicopters.	HARD	20
Cleaner	Kill 30 enemy regular units.	EASY	10
Army of One	Win 20 1 vs. 1 matches in Theatre of War.	HARD	20
Napoleon	Achieve a 100% command rating in one mission in Theatre of War.	MEDIUM	20
		TOTAL	1000

PlayStation 3 Trophies

Name	Requirements	Difficulty	Grade	Points
Communication Officer	Complete the Voice Command Trainer.	EASY	Bronze	15
First Command	Win the Warning Signs mission.	EASY	Bronze	15
Combat Chain Master	Defeat tanks with gunships, gunships with transports, and transports with tanks.	EASY	Bronze	15
Impregnable	Win Finishing Move without any units being defeated.	HARD	Silver	30
Veteran	Win one match in each game mode (conquest, assault, siege, raid).	EASY	Bronze	15
Road to War	Complete Prelude to War on any difficulty.	EASY	Bronze	15
World in Flames	Complete Prelude to War on hardcore difficulty.	MEDIUM	Bronze	15
Weapon Master	Use a secondary attack for the first time.	EASY	Bronze	15
Hardened by War	Win 15 missions in the solo campaign.	MEDIUM	Bronze	15
No Stone Unturned	Win 5 missions without using mission support in World War III.	MEDIUM	Bronze	15
Call of Booty	Win a mission by deploying infantry units only.	MEDIUM	Bronze	15
Lightning War	Finish World War III in fewer than 15 turns.	MEDIUM	Bronze	15
Blitz	Capture an enemy capital in only 3 turns in World War III.	MEDIUM	Bronze	15
Tour of Duty	Finish World War III on casual difficulty.	EASY	Bronze	15
True Patriot	Finish World War III on normal difficulty.	MEDIUM	Bronze	15
Ready for Theatre of War	Finish World War III on hardcore difficulty.	HARD	Silver	30
OpFor	Finish World War III with all 3 factions on hardcore difficulty.	VERY HARD	Gold	90
Training Simulator	Play 20 single-player skirmish matches.	EASY	Bronze	15
Together We Stand	Win 10 2 vs. 2 multiplayer skirmish matches.	MEDIUM	Bronze	15
Always Attack	Win 3 missions in a row in Theatre of War.	EASY	Bronze	15
Role of Honor	Win 30 missions without killing a unit in Theatre of War.	EASY	Bronze	15
Urban Operations	Play 30 missions in Theatre of War city maps.	MEDIUM	Bronze	15
Breach and Clear	Disarm 10 minefields in Theatre of War.	EASY	Bronze	15
Survivor	Have one unit fight and survive for 10 missions in Theatre of War	MEDIUM	Bronze	15
BOOM	Deploy 20 minefields that successfully damage enemies in Theatre of War.	MEDIUM	Bronze	15
Mass Murderer	Kill 500 units in Theatre of War.	MEDIUM	Bronze	15
Spearhead	Win 5 missions in a row on the same territory in Theatre of War.	MEDIUM	Bronze	15
Strategist	Win a conquest by securing all uplinks on a map in Theatre of War.	MEDIUM	Bronze	15
Point of Attack	Win 40 missions as the attacker in Theatre of War.	MEDIUM	Bronze	15
Dog of War	Win a Theatre of War phase as each faction; you must have played as that faction in 10 missions.	MEDIUM	Bronze	15
Air Defense	Intercept 5 incoming air strikes with electronic warfare.	VERY HARD	Gold	90
War Is Heck	Win 5 missions in a row without losing health in Theatre of War.	HARD	Bronze	15
Destroyer	Destroy 100 critical buildings in Theatre of War.	HARD	Bronze	15
Fast and Furious	Win a mission within 5 minutes in Theatre of War.	HARD	Silver	30
Total War	Play 100 2 vs. 2 Theatre of War missions.	HARD	Silver	30
Command from the Front	Kill 10 units with the command vehicle's sentry units.	MEDIUM	Bronze	15
Turning Point	Win a match after the enemy has triggered DEFCON in conquest.	MEDIUM	Bronze	15
Field Intelligence	Upgrade 100 uplinks in any game mode.	MEDIUM	Bronze	15
Assassin	Kill 15 enemy command vehicles.	MEDIUM	Bronze	15
Total Warrior	Win 30 missions in any game mode.	MEDIUM	Bronze	15
Command & Control	No uplinks recaptured by hostiles for 10 consecutive conquest victories.	HARD	Silver	30
Adrenaline	Retake a critical uplink within the 3-minute timer in a siege match.	MEDIUM	Bronze	15
Sharpshooter	Kill an enemy troop without being spotted.	MEDIUM	Bronze	15
Predator	Defeat 6 hostile units with a single unit.	MEDIUM	Bronze	15
Do or Die	Win a conquest mission by annihilation after the DEFCON counter was under 30 seconds.	MEDIUM	Bronze	15
Untouchable	Win a skirmish mission and lose no health.	HARD	Silver	30
Angel of Death	Kill 10 enemy evacuation helicopters.	HARD	Bronze	15
Cleaner	Kill 30 enemy regular units.	EASY	Bronze	15
Army of One	Win 20 1 vs. 1 matches in Theatre of War.	HARD	Silver	30
Napoleon	Achieve a 100% command rating in one mission in Theatre of War.	MEDIUM	Silver	30
Shake that Thing	Shake to SITREP 88 times.	EASY	Bronze	15
Team Spirit	Browse your teams either right or left 88 times.	EASY	Bronze	15
			TOTAL	1050

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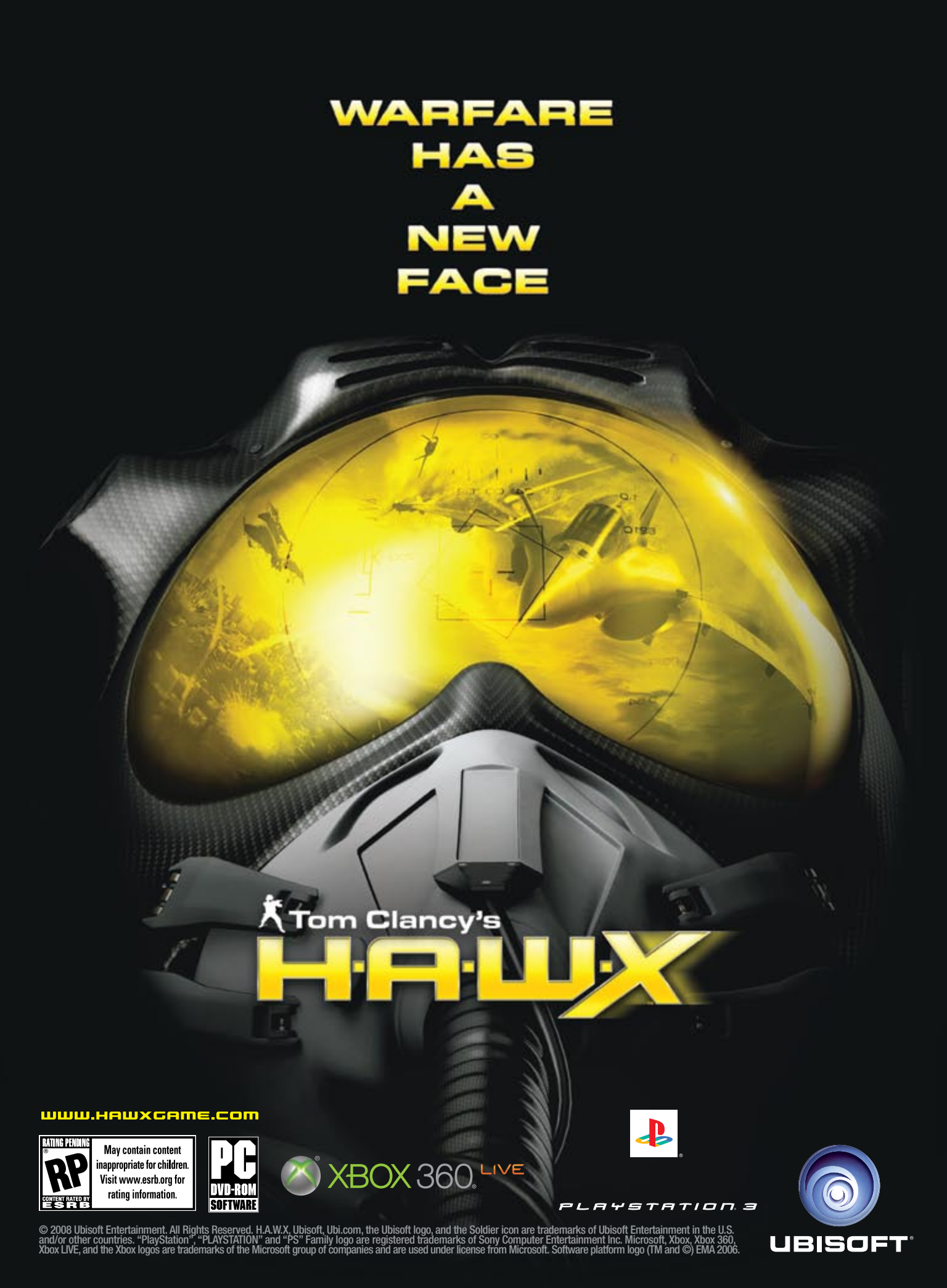

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PC DVD-ROM SOFTWARE

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